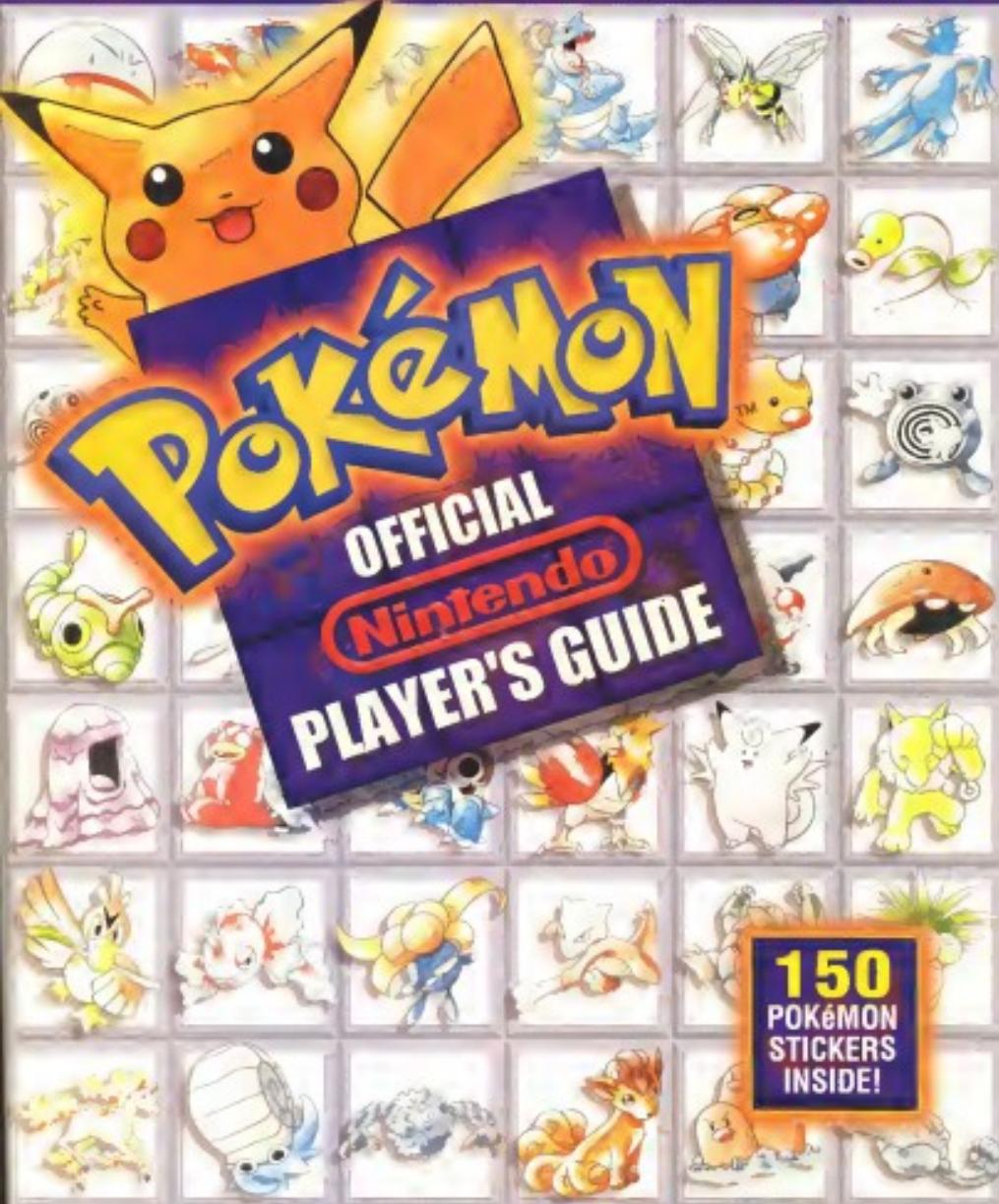


The OFFICIAL Guide from the pros at

NINTENDO
POWER



Pokémon

OFFICIAL
Nintendo
PLAYER'S GUIDE

150
POKÉMON
STICKERS
INSIDE!

STAFF LIST

Publisher
M. ARAKAWA

Associate Publisher
YOSHIO TSUCHIKI

Editor in Chief
LESLIE SWAN

Writer/Editor
PAUL J. SHINODA

Copy Editor
JESSICA JOFFE

Production Coordinator
NANCY RAMSEY

Art Director
KIM LOGAN

Designer
TIM GARRET

Content Layout
WORKHOUSE CO., LTD.

JUMPIN' JACK YUSHI
NAOKI KAYAMA

TORU NAKAGAWA
SHIGEHIRO TAKAHASHI

MASAHIRO FURUSE
V DESIGN, INC.

YOSHII OHMO
SONJA MUDRIS

Design/Progres Supervisor
JAY WERGIN

Electroic Progres
JAMES CATECHI

JONATHAN DACHS
KATHRYN MILLER

DAVID WATERWORTH
VAN WILLIAMS

Program Assistant
TODD DYMINT

Game Coordinators
TODD BEACHELL
BILL GIESE

ROBIN KROUSE
SHANE LEWIS

RANDY SHIDEMAKE

Special Thanks
HIRO NAKAMURA AND
KENJI OKUBO AT NOA

YOSHID HONGO
AND KENTARO NISHIMURA
AT NCL

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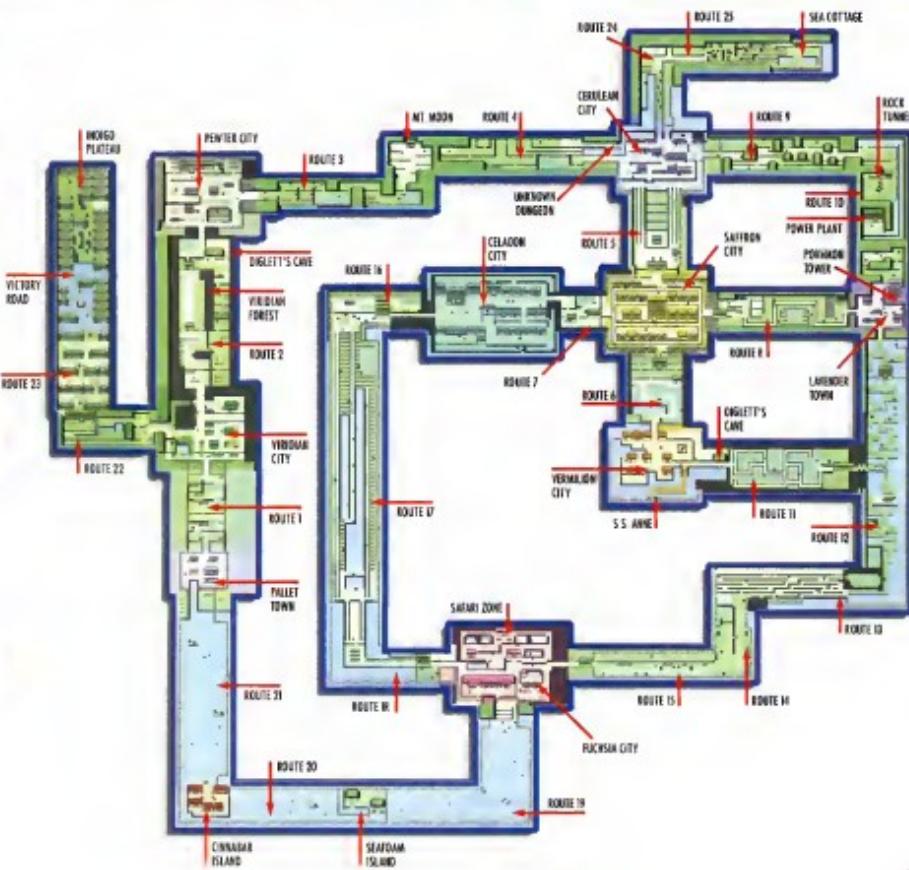
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The World of Pokémon

To become the World's Greatest Pokémon Trainer, you must first learn everything there is to know about these amazing creatures.

YOUR ADVENTURE BEGINS

As Ash, a young teen from the small village of Pallet Town, your ambition is to be recognized as the greatest Pokémon trainer the world has ever seen. Aided by the kindly Professor Oak, you must collect as many Pokémon as you can, caring for and training any that you capture. Along the way, you must also battle against rival trainers and unravel a dark mystery involving Team Rocket, an evil society of Pokémon trainers bent on controlling all Pokémon and, ultimately, the world!



When you begin a game, you can give your character any name you wish, up to seven letters long.



The Super Game Boy displays a rest of blue border, depending on the version of the game you have.

WHAT ARE POKÉMON?

Pokémon are found throughout the world and come in many shapes and sizes. Though they are wild creatures, once they are captured, they can be tamed and trained. If cared for properly, Pokémon can be used in duels against other Pokémon. They are quite intelligent, however, and do not respond well to inexperienced or harsh trainers. If a novice trainer tries to use a high-level Pokémon in combat, the Pokémon may disobey orders or even go to sleep in the middle of the battle! Keep in mind that Pokémon see their trainers as companions or even friends, but not as masters.



Pokémon may disobey orders from inexperienced trainers. To prove yourself to your Pokémon, you must win certain badges from rival trainers.

Ash

Give Ash the default name for your character as Ash, but you may create any name you wish if you are playing the game. Your name will be your next door neighbor, Gary, let you can also give him any name you like...



There are 150 different Pokémon in the world, and each one is more amazing and wondrous than the last.

HIT & POWER POINTS

A Pokémon's health is measured in Hit Points, or HP. As a Pokémon takes damage, its HP meter records every hit. You can use various items to refill a Pokémon's HP meter, but once it reaches zero, a Pokémon faints. It must then be revived with a special item or treated at a Pokémon Center. A Pokémon's abilities, on the other hand, are fueled by Power Points, or PP. Each time a Pokémon launches an attack or a defensive move, it uses one Power Point. Each ability has its own PP meter, and once all the points are used up, a Pokémon cannot use that ability again until you give it more PP or it rests at a Pokémon Center. If your Pokémon has no PP left at all, it is still not completely defenseless. If your Pokémon's back is up against the proverbial wall, choose the Fight command anyway, and it will use the Struggle ability automatically. This normal attack deals some damage to the opposing Pokémon, but it also damages your Pokémon at the same time.



PIDGEOTTO
EXP POINTS
LEVEL UP
990W 122

| | |
|---------------------|----------|
| GUST | PP 32/35 |
| SAND-ATTACK | PP 15/15 |
| QUICK ATTACK | PP 19/30 |
| WHIRLWIND | PP 20/20 |

As you can see from this screen, this Pidgeotto can store up to 35 PP for its Gust attack. So far, it has used three of the 35 points.

SPECIAL ATTACKS, SPECIAL EFFECTS

A Pokémon is rated in four areas: Attack, Defense, Speed and Special. The Special rating refers to a Pokémon's skill at using special attacks and abilities. Normal attacks reduce a target's HP only, but special attacks also may cause special side effects. The Bubble attack, for example, will cause damage and sometimes reduce the target's Speed rating temporarily. Other abilities may have a special effect only. Confusion, for example, doesn't cause any damage, but it may Confuse an enemy temporarily and make it unable to attack or defend. Some side effects last until the battle ends, while others, like Poison, last until they are cured with an item or treated at a Pokémon Center.



| | |
|----------------|---------|
| IVYSAUR | 421 |
| HP | 56 / 62 |
| STATUS | OK |
| ATTACK | 34 |
| DEFENSE | 36 |
| SPEED | 37 |
| SPECIAL | 41 |
| TYPE | GRASS |
| TYPE | POISON |
| DMG | DMG |
| OT | 50909 |
| ASH | |



Welcome to our
POKEMON CENTER!

Some attacks cause side effects, like Poison. These conditions last until you cure them with an item or with treatment at a Pokémon Center.

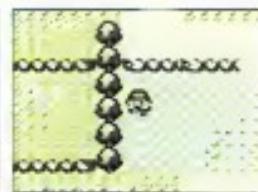
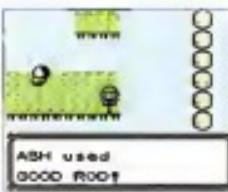


A Craze For Collecting

Defeating other Pokémon in battle is elementary, but actually capturing wild Pokémon takes some finesse. Here are the finer points of collecting them.

GRASSLAND GROOVE

During your adventure, you do battle against both wild Pokémon and tame Pokémon used by trainers, but you can capture wild ones only. To find a wild Pokémon, walk through grassy areas until one challenges you. When that happens, the game switches automatically to the battle screen. Some Pokémon live in water, and you can use various fishing rods to find them.



COMBAT & CAPTURE

If you drain all of a Pokémon's HP in combat, it will faint, and you won't be able to capture it. To actually catch a Pokémon, you must first drain some, but not all, of its energy. You must then use a device called a Poké Ball, which closes around the Pokémon, capturing it. A Poké Ball is not fool-proof, and even if a Pokémon has lost most of its HP, it may still break free. Pokémon with higher experience levels require stronger Poké Balls, and as the game progresses, you can buy Super Balls and Ultra Balls. The strongest ball is called the Master Ball, but there is only one in the game, and it would be best to save it for a very special Pokémon.



Poké Ball

There are five types of Poké Balls in all regular Poké Balls, Super Balls, Ultra Balls, Safari Balls and Master Balls. There is only one Master Ball in the game, and Safari Balls can be used in the Safari Zone amusement park only.



You must drain most of a Pokémon's HP before using the Poké Ball, otherwise, your target may break free.

| | |
|------------------|------------|
| | RATTATA |
| RAT | HT 5' 00" |
| 008 | WT 8.0 lbs |
| Bites anything | |
| when it attacks. | |
| Small and very | |

You can carry up to six Pokémon. Any others are placed automatically in a special storage system. Stats and other data can be reviewed with a portable computer called a Pokédex.

| | | |
|----------|-----------|-------|
| CONTENTS | POKEBALL | GREEN |
| 008 | RATTATA | 001 |
| 009 | PIKACHU | 002 |
| 010 | VALENTINE | 003 |
| 011 | ONIX | 004 |
| 012 | CROCONAW | 005 |
| 013 | HYPNO | 006 |
| 014 | SHRUBERRY | 007 |
| | | DATA |
| | | CRY |
| | | AREA |
| | | QUIZ |



Red Version, Blue Version

Collecting all 150 Pokémon is quite a task, especially since some Pokémon are very rare. In fact, some Pokémon may not even be in your Game Pak...

PICK OF THE PAKS

Most Pokémon can be found in specific areas only, and some Pokémon are rare and difficult to find. In fact, you won't be able to capture some Pokémon at all. There are two versions of the Pokémon game, a Red version and a Blue version. Both versions contain the same game, but each has a slightly different set of Pokémon. The various Pokémon also appear in different ratios in each version. For example, in the Red version of the game, Nidoran ♀ is more common than Nidoran ♂. In the Blue version, Nidoran ♀ is easier to find.



LOOK BUT DON'T TOUCH

In both versions of the game, a few Pokémon appear as opponents in duels but not in the wild. You can't capture another trainer's tame Pokémon, of course, but at least you can see these rare specimens in combat. These "look but don't touch" Pokémon differ from version to version, and we've listed them below. We've also listed the Pokémon that don't appear in the wild in either version. You must obtain them through evolution.

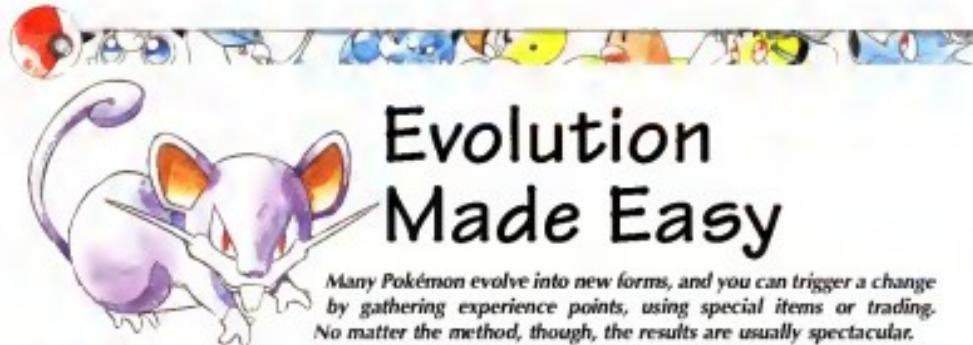
BLUE VERSION

| None | Duels Only |
|------------|------------|
| SCYTHER | EKANS |
| ELECTABUZZ | MANKEY |
| | ODDISH |
| | TILEPLUME |
| | ARCANINE |
| | ARBOK |
| | PRIMEAPE |
| | GLOOM |
| | GROWLITHE |

| | |
|-------------|-------------------------|
| EKANS L6 | PIDGEY L17 6 / 44 |
| | PIDGEY used GUST! |

RED VERSION

| None | Duels Only |
|--------|------------|
| PINSIR | SANDSHREW |
| MAGMAR | MEWTH |
| | BELSPROUT |
| | VICTREEBEL |
| | MINETALE |
| | SANDSLASH |
| | PERSIAN |
| | WEEPINBELL |
| | VULPIX |

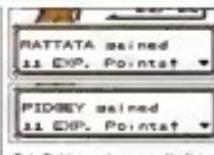


Evolution Made Easy

Many Pokémons evolve into new forms, and you can trigger a change by gathering experience points, using special items or trading. No matter the method, though, the results are usually spectacular.

PASS THE POINTS

You can carry up to six Pokémons at a time, and any or all of them can participate in duels with trainers or battles with wild Pokémons. When an enemy Pokémon faints, each of your Pokémons that took part in the battle is awarded experience points. For example, if defeating a wild Pidgey is worth 22 experience points, and one of your Pokémons fought the battle, it receives all 22 points. If two participated, they each receive 11 points, and so on.



Only Pokémons that actually fight are awarded points. The tougher the enemy, the more points you win.

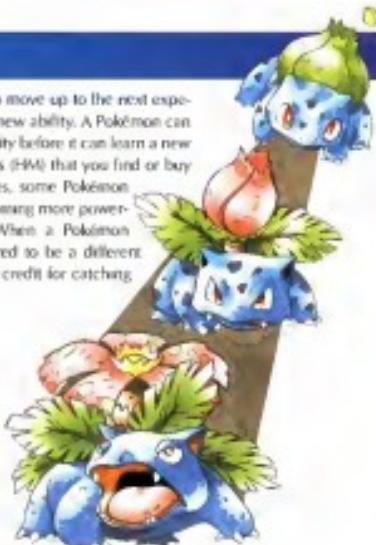
ABILITIES & EVOLUTION

As a Pokémon gains experience, it eventually gathers enough points to move up to the next experience level. At certain levels, a Pokémon is given a chance to learn a new ability. A Pokémon can remember only four abilities at a time, so it may need to discard an ability before it can learn a new one. You can also use Technical Machines (TM) and Hidden Machines (HM) that you find or buy to teach certain Pokémons new abilities. Besides learning new abilities, some Pokémons also evolve into different forms at certain experience levels, often becoming more powerful in the process. When a Pokémon evolves, it is considered to be a different creature, and you get credit for catching another Pokémon.



**What? BULBASAUR
is evolving!**

While a few Pokémons don't evolve at all, many evolve when they reach certain experience levels.



EVOLUTIONARY ITEMS

Building experience is not the only way that Pokémon evolve. Some of them change when they are exposed to certain stones with special elemental powers. For example, the first special stone that you find is the Moon Stone. If you use the Moon Stone on a Jigglypuff, it evolves into a Wigglytuff. The change is instantaneous, and the experience level of the Jigglypuff doesn't matter. There are five special stones, including the Moon Stone, Fire Stone, Thunder Stone, Leaf Stone and Water Stone. Keep in mind that each stone works on certain Pokémon only.



PIKACHU evolved into RAICHU!

If Pikachu is exposed to the Thunder Stone, it evolves immediately into Raichu, no matter what its experience level is.

| P-BUY | 117.000007 |
|---------------|------------|
| SELL | |
| OLY | |
| ITEMS | |
| • FIRE STONE | TR100 |
| THUNDER STONE | TR200 |
| WATER STONE | TR300 |
| LEAF STONE | TR100 |

Take your time.

Trading Up

As we mentioned before, you can trade Pokémon with other players. This requires two Game Boys, two Game Paks and a Game Link Cable. In fact, a few Pokémon can't evolve until they are traded to another Game Pak. For example, if a Koffing is traded, it transforms into the more powerful Alakazam. Koffing doesn't have to be at any particular experience level for this to happen. The *Pokémon Trainer's Manual*, which begins on page 15, includes a short description and an artist's interpretation of each Pokémon. If a Pokémon can be obtained only through evolution or trading from one Game Pak to another, its picture is enclosed in a blue box.



TYPE: PSYCHIC

STOP THE PRESSES!



RATTATA
is evolving



Huh? RATTATA
stopped evolving!*

If you don't want your Pokémon to evolve, press B before the change is complete. This works only when a Pokémon is evolving through experience points.

While evolution is usually a good thing, there are times when you may want to keep a Pokémon the way it is. Perhaps you already have one of whatever your Pokémon is going to become, or, as shown in the chart below, the supposedly "less evolved" Pokémon learns certain attacks earlier than the next creature. To keep your Pokémon in its current form, press B before the transformation is complete to cancel the process.

| Wartortle | lev. | Blastoise |
|------------|------|------------|
| BITE | 24 | |
| WITHDRAW | 31 | |
| SKULL BASH | 39 | |
| | 42 | SKULL BASH |
| HYDRO PUMP | 47 | |
| | 52 | HYDRO PUMP |





Battle Strategies & Tactics

There is an art to dueling with Pokémon, and it's not all just charging headlong into the fray. If you think before you act, you'll increase your chances for victory.

TYPECASTING FOR COMBAT

Pokémon are divided into 15 different types. Each type is associated with a particular ability, physical property or set of characteristics. For example, all Fire-type Pokémon have characteristics or abilities related to fire or heat, while Water-type Pokémon either live in the water or have abilities related to water. Each type of Pokémon has its own strengths and weaknesses, and these affect how one Pokémon performs in battle against another. For example, an Electric-type's characteristics give it a natural advantage in battle against a Water-type Pokémon. On the other hand, these same characteristics make an Electric-type vulnerable to a Ground-type Pokémon.



Every Pokémon has strengths and weaknesses related to its type. Keep this in mind when choosing Pokémon to send into battle.



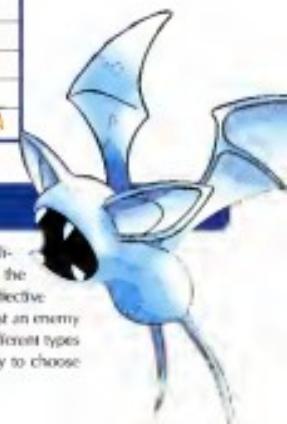
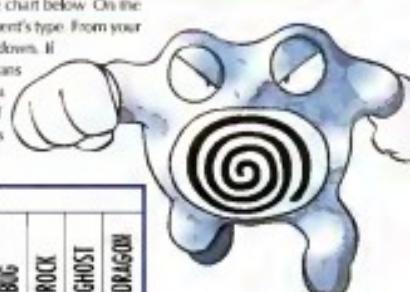
COMBAT CHART

To find out how one type of Pokémon will do in battle against another, refer to the chart below. On the left side of the chart, look for your Pokémon's type. On the top, look for your opponent's type. From your type, trace a line to the right, and from your opponent's type, trace a line going down. If there's a blank box where the lines meet, the two are evenly matched. An "A" means that your Pokémon has the advantage in the coming battle, a "D" means it is at a disadvantage and an "X" means it has little hope of winning. This assumes, of course, that both Pokémon are fairly close in experience level. If one Pokémon is 20 levels higher than the other, there's not much doubt about what will happen.

| | DEFENSE | | | | | | | | | | | | | |
|----------|---------|------|-------|----------|-------|-----|----------|--------|--------|--------|---------|-----|------|-------|
| | NORMAL | FIRE | WATER | ELECTRIC | GRASS | ICE | FIGHTING | Poison | GROUND | Flying | PSYCHIC | BUG | ROCK | GHOST |
| ATTACK | | | | | | | | | | | | | | |
| NORMAL | | | | | | | | | | | | D | X | |
| FIRE | D | D | | | A | A | | | | | A | D | D | |
| WATER | A | D | D | D | | | | | A | | | A | D | |
| ELECTRIC | | A | D | D | | | | X | A | | | | D | |
| GRASS | D | A | | D | | | D | A | D | D | A | D | | |
| ICE | D | D | | A | D | | A | A | A | | A | A | | |
| FIGHTING | A | | | | | A | D | D | D | D | A | X | | |
| Poison | | | | | A | | D | D | | | A | D | D | |
| GROUND | A | A | D | | | A | | X | | D | A | | | |
| FLYING | | D | A | | A | | | | | | A | D | | |
| PSYCHIC | | | | | A | A | | | D | | | | | |
| BUG | | D | | | A | D | | D | A | A | | D | | |
| ROCK | A | | | | A | D | D | A | A | A | | | | |
| GHOST | X | | | | | | | | | A | | | A | |
| DRAGON | | | | | | | | | | | | | | |

ABILITY AND COMPATIBILITY

The chart can also be used to predict how effective an individual attack would be. All Pokémon abilities and special attacks are divided into the same types as the Pokémon themselves, and they have the same strengths as weaknesses. For example, Bubble is a Water-type special attack, and it is very effective against Fire-type enemies. Once again, however, such natural advantages may not be enough against an enemy that is many levels higher. You should also keep in mind that each Pokémon can actually learn different types of abilities and is not limited to ones of its own type. When teaching Pokémon new abilities, try to choose ones that complement its other abilities.



TEAM TACTICS

No single type of Pokémon has a distinct advantage over all others, and there's no telling what types you may run into at any given time. It's a good idea, then, to always have a mixed team that can handle many different threats. For the early part of your adventure, we recommend building a team consisting of Wartortle, Pikachu, Pidgeotto, Duglett, Metapod and Rattata. As time goes on, change the line-up to include Blastoise, Raichu, Machamp, Dugtrio, Flareon and Alakazam. Both of these teams give you a good mix of offensive and defensive capabilities. You should also keep a close watch on your team's experience levels. You don't want your Pokémon to fall behind the competition, but you don't want all of them to develop too quickly, either. If your Pokémon are too strong, they will defeat wild Pokémon before you have a chance to capture them.



| | | |
|-------|---------|--------|
| D-MIE | GEODUDE | 48 |
| DE | PIKACHU | 413 |
| RE | CANCEL | |
| CH | | |
| SE | | |
| | MIMIKYU | STATS |
| | | CANCEL |

Pokémon go into battle one at a time. Make sure that your current one is appropriate for its opponent.

| | | |
|-----------|--------|--|
| ODDISH | 112 | |
| | ■■■■■ | |
| PIDGEOTTO | 120 | |
| | ■■■■■ | |
| | 59/ 59 | |

Got PIDGEOTTO!

| | | |
|-----------|-----|----|
| MAGIKARP | 45 | 32 |
| MARTORTLE | 45 | 49 |
| RATTATA | 45 | 49 |
| IDEEY | 45 | 39 |
| PIKACHU | 413 | 53 |

Move: POKÉMON
What?

You can switch Pokémon at any time. If a Pokémon is doing poorly or is ready to faint, make a substitution.

The Pokémon at the top of the list fights first. If you expect a certain opponent, change the list accordingly.

Starting Team



These are our recommendations for your primary teams, but you probably have ideas of your own, too. Of course, many different combinations can work, and we encourage you to experiment on your own to see which Pokémon work best for you.

Advanced Team





Linking Up, Trading Up

The Game Link Cable allows you to duel or trade Pokémon between two Game Paks. You can turn one-player adventure into two-player action!

LINKED FOR BATTLE

As we mentioned before, you can use the Game Link Cable to connect two Game Boys and two Pokémon Game Paks. When two games are linked, players can trade Pokémon or challenge each other to duels. You can't capture Pokémon or earn experience points in a Game Link duel, but you do earn valuable bragging rights. To begin a duel, cable the two Game Boys, then go to a

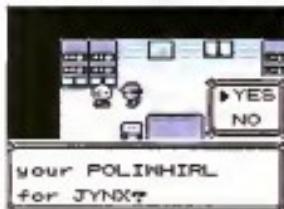
Pokémon Center. Speak to the attendant at the Cable Club counter to start the ball rolling. If one game is not detecting the other, keep both Game Boys linked, but turn off both units, then turn them on and try again.



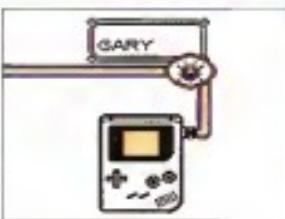
TRADING TIPS

You can actually store a high number of Pokémons, so it's a good idea to keep a few extra on hand for trading. What's common for you may be rare for someone with a different version of the game, and you can always suggest different trades as part of your negotiations. You should also capture at least two of any Pokémon that evolve through trading. That way, you can have one to give to a friend and one that he or she can take, then trade back to you after it has evolved.

Pokémon must always be traded one-for-one, and you can't just give one away. At the same time, a player can't force you into a trade or somehow steal your Pokémons while your games are linked. Remember that powerful Pokémons that you captured or received in a trade may not obey you unless you've earned the proper Pokémon League badge.



You can trade with other players and with some computer-controlled characters in the game.



FIELD GUIDE DATA KEY

Keeping track of 150 Pokémons is a huge task, so we created the *Pokémon Field Guide*, which begins on page 65. This guide is packed with information on every ability and item in the game, including what their effects are and where to find them. The

guide also includes data cards on all 150 Pokémons, revealing each creature's habitat, abilities and so on. Below is an example of a *Pokémon* data card along with explanations for each chart and graph on the card.

Number/Name

Each *Pokémon* is listed on the data card pages according to its number, from one to 150. If you don't know a *Pokémon*'s number, check the alphabetical list on page 183. This list shows each *Pokémon*'s number and the pages on which it appears in the book.

Pokémon Types

| | |
|------|----------|
| NRM | NORMAL |
| FIR | FIRE |
| WTR | WATER |
| ELE | ELECTRIC |
| GRS | GRASS |
| ICE | ICE |
| FGT | FIGHTING |
| PSN | POISON |
| GRD | GROUND |
| FLY | FLYING |
| PSY | PSYCHIC |
| BUG | BUG |
| ROCK | ROCK |
| GHO | GHOST |
| DRG | DRAGON |

Ability

This chart shows the different abilities and attacks a *Pokémon* can learn. The "Level" column shows the experience level at which an ability can be learned. (A dash means that the *Pokémon* starts with this ability.) The "Type" column shows each ability's type or category. Remember that a *Pokémon* can have up to four abilities at a time.

#25 PIKACHU



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | THUNDERSHOCK | ELE |
| 5 | GRAB | NRM |
| 8 | THUNDER WAVE | ELE |
| 16 | QUICK ATTACK | NRM |
| 26 | SWIFT | NRM |
| 33 | ABILITY | PSY |
| 43 | THUNDER | ELE |

PIKACHU

Stamp

Once you capture a *Pokémon*, peel off its stamp and place it here. You'll know at a glance which *Pokémon* you have in your collection.

| FIND | CATCH | TYPE |
|------|-------|----------|
| ● | ● | ELECTRIC |
| ● | ● | - |

STATS



AREA



EVOLUTION

RAICHU
ZAPDOS

Evolution

This bar shows a *Pokémon*'s evolutionary track. A level number shows the level at which the *Pokémon* evolves into that form. If a *Pokémon* needs a specific item or must be traded to evolve, that is also noted here. For example, you must use the Thunder Stone on Pikachu to change him into Raichu.

Find/Catch/Type

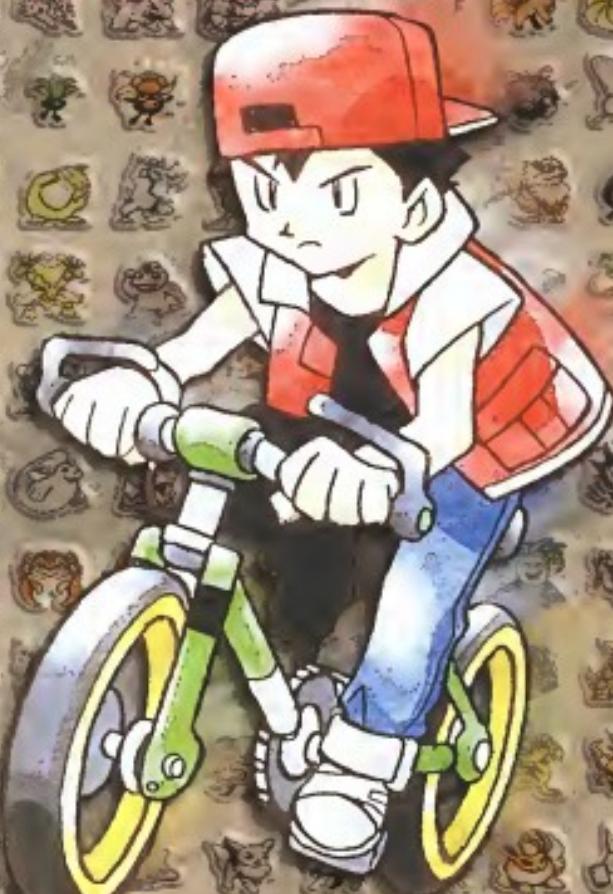
A Blue or Red dot in the "Find" column means that you fight this *Pokémon* in a duel with a trainer in that version of the game. A Blue or Red dot in the "Catch" column means that this *Pokémon* can be found in the wild in that version of the game. The "Type" column shows this *Pokémon*'s type or types.

We've rated each *Pokémon* from one to five categories: number of Hit Points (HP), Attack (AT), Defense (DF), Special Attacks (SA) and Speed (SP). These ratings are used to compare the *Pokémon* in a general way, assuming they are at the same experience level.

Area

This mini-map shows where a *Pokémon* can be found. If the area is highlighted, it means that the *Pokémon* can be obtained through evolution only.

POKÉMON TRAINER'S MANUAL



PALLET TOWN

To the casual observer, Pallet Town is just a town like any other. Someday, though, people the world over will know that this humble hamlet is where you began your quest to become the greatest Pokémon trainer ever!



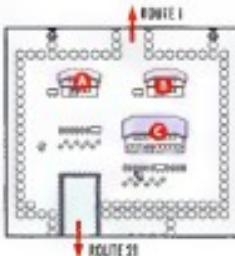
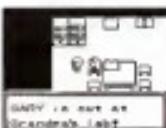
A Home, Sweet Home

Your adventure begins here in your own, cozy home. Before you say good-bye to your Mom, check your PC and withdraw the one item stored in the system: a bottle of healing Potion. Now it's time to start exploring the great, wide world.



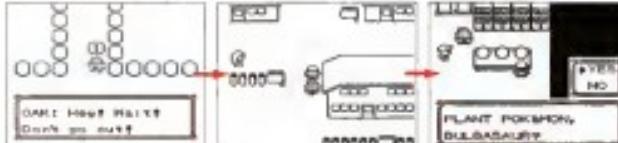
B Gary's House

Your lifelong rival, Gary, isn't home, but his sister is. Gary seems to be carrying some sort of grudge against you, but his sister thinks you're okay. If you stop by a little later, she'll give you a useful item, no matter what Gary says.



C Professor Oak's Lab

Once you've explored the town, head north along Route 1. Professor Oak will soon appear and escort you to his lab. Once you arrive, he'll let you choose one of his Pokémon for your very own. Choosing which one to take is really a matter of personal preference, but we will say that Bulbasaur or Squirtle will fare better against some of your early rivals than Charmander will. Before you leave the lab, Gary will challenge you and your Pokémon to your first duel. If you defeat him, you'll win some money. If your Pokémon faints, some of Mom's TLC should have it back on its feet in no time.



#1 BULBASAUR

TYPE: GRASS/POISON

Bulbasaur is a combination Grass-and-Poison-type Pokémon. Grass-type Pokémon usually display plant-like characteristics, such as the large, leafy growth on Bulbasaur's back.



#2 IVYSAUR

TYPE: GRASS/POISON

Once Bulbasaur reaches level 16, it evolves into the more powerful Ivysaur. Combination Pokémon have twice the strengths and twice the weaknesses of other Pokémons.



#3 VENUSAUR

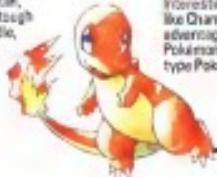
TYPE: GRASS/POISON

It is sometimes difficult to predict how combination Pokémons like Venusaur will fare in combat, but they are among the most useful and versatile Pokémons around.

#4 CHARMANDER

TYPE: FIRE

With its flaming tail, Charmander is a tough Pokémon to handle, even for a skilled trainer.



#5 CHARMELEON

TYPE: FIRE

Interestingly, Fire-type Pokémon like Charmander have a distinct advantage against Ice-type Pokémon but not against Water-type Pokémon.



#6 CHARIZARD

TYPE: FIRE/FLYING

When Charmander reaches level 36, it evolves into the majestic Charizard. Starting the game with these Fire-type Pokémon can be difficult, but the effort can pay off!



#7 SQUIRTLE

TYPE: WATER

Squirtle may start out cute and cuddly, but it will soon evolve into a formidable fighter.



#8 WARTORTLE

TYPE: WATER

Wartortle is more confident in the water than Squirtle is. Its large nubbin-like ears help it maneuver.



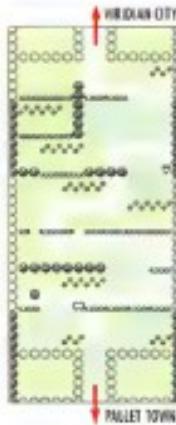
#9 BLASTOISE

TYPE: WATER

Blastoise's tough shell conceals twin high-pressure water cannons that can pump out hundreds of gallons per minute.



ROUTE 1



Resume your journey north to Vermilion City. You can't capture new Pokémon just yet, but you can take this opportunity to build your Pokémon's experience levels. If your Pokémon enters too difficult a battle, use the Run command to escape. If it faints, head home or visit the Pokémon Center in Vermilion City.

Hedge Hurdle

One time-saving trick is to leap over the few hedges that line the paths. You can jump over a hedge only when you're moving downward, not when you're moving upward, to the left or to the right. Be careful that you don't trap yourself in a leafy prison.



PIDGEY

MANY MANY

RATTATA

MANY MANY

#18 PIDGEY

TYPE: NORMAL/FLYING



#19 RATTATA

TYPE: NORMAL

Another common Pokémon, Rattata uses its sharp teeth to defend itself from attackers. Despite its ferocious appearance, it often shares habitats peacefully with Pidgey.



Pidgey is one of the most common Pokémon. It is classified as a combination Normal-and-Flying-type Pokémon, and it can blit its opponents by kicking up clouds of sand with its wings.



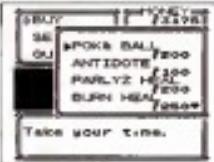
VIRIDIAN CITY

Viridian City is not exactly a bustling burg, but it's bigger than Pallet Town, and it has its own Pokémon Center. The Pokémon Mart is well-stocked, and there's even a delivery service, so stop by to see what they have to offer.



A Delivery Service

The first time you visit the Pokémon Mart in Viridian City, the clerk will give you a package to take to Professor Oak. In return, the Professor will give you your portable Pokédex. After that, visit Gary's house to receive a Town Map from your rival's sister.



POKÉMON MART

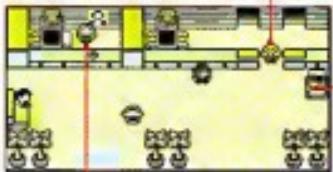
| | |
|---------------|-----|
| POKÉ BALL | 200 |
| ANTIDOTE | 100 |
| PARALYZE HEAL | 200 |
| BURN HEAL | 250 |

B The Welcome Wagon

The Pokémon Center can provide you with free Pokémon medical treatment and other valuable services. There are branch offices in most major cities, and they're open 24 hours a day, seven days a week for your convenience. Heck, they're almost as good as your Mom, but without the hugs and cookies.

Pokémon Cable Club

Visit the Cable Club to trade Pokémon or duel with other players through the Game Link Cable. Each player must have a Pokémon Game Pak for these functions to work.



Pokémon Hospital

Visit the Pokémon Hospital to fully restore your Pokémon and cure them of any ailments, including Fossils, Sleep, Paralyze and more. Best of all, these services are free of charge!

PC

Log on to the PC in any Pokémon Center to access the different computer systems: yours, Professor Oak's and a third system operated by a mysterious "Someone." There's a limit to the number of items and Pokémon you can carry at one time, and any extra can be stored in these systems. When you access Professor Oak's PC, you can ask him to evaluate your progress.

C Gone Fishin'?

Pokémon Gyms are where trainers usually put their Pokémon through their paces and hold training duels, but this one is strangely empty. When you move on to other cities, you'll have to prove your worth by challenging gym leaders to duels. If you defeat them, you'll win money and valuable prizes. In most cities, you won't be able to move on until you defeat the local gym leader.



Backtrack

When you first arrive in Viridian City, the road north will be blocked by a grumpy old man. By the time you deliver the Professor's package and return, he'll be gone. Now buy some Poké Balls and a few bottles of Antidote for the road, then take Route 2 to Viridian Forest.

ROUTE 2

Now it's time to begin your career as a Pokémon trainer in earnest. Pidgey and Rattata are more plentiful along Route 1, so head back there to collect them first. You may be able to find such interesting specimens as Caterpie, Weedle, Metapod and Kakuna along Route 2, but you'll have better luck within Viridian Forest. Remember that you must weaken a Pokémon before using a Poké Ball to capture it. If your target is too strong, it will break free.

ITEMS

| | |
|---|------------|
| 1 | MOON STONE |
| 2 | HP UP |

| PIDGEY | MARY | MARY |
|----------|------|------|
| RATTATA | MARY | MARY |
| CATERPIE | NONE | FEW |
| WEEDLE | FEW | NONE |



#10 CATERPIE

TYPE: BUG

Once it reaches level 7, Caterpie will evolve into the nearly invincible Metapod. If you don't want a Pokémon to evolve, simply press B before the change is complete to reverse the process.



#13 WEEDLE

TYPE: BUG/POISON

Weedle has only two attacks, but its Sting is poisonous and its String Shot attack can reduce an enemy's Speed temporarily.



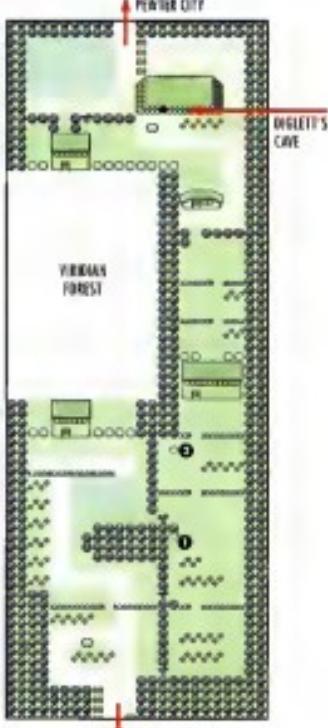
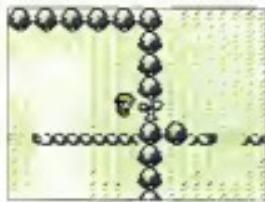
#122 MR. MIME

TYPE: PSYCHIC

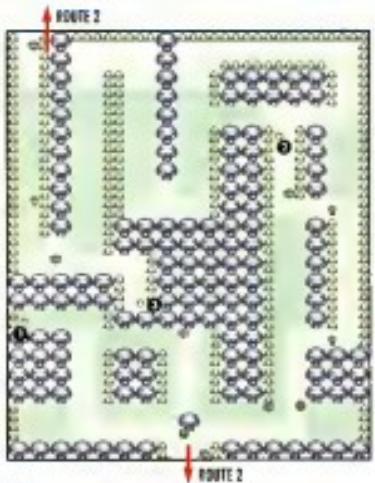
Some Pokémon, like Mr. Mime, do not evolve no matter how much experience they gather. Mr. Mime's Psychic powers, however, do grow stronger over time.

Cut to the Quick

You'll see odd shrubs along Route 2 and in other areas. You'll eventually be able to teach certain Pokémons to Cut these bushes, but you can just ignore them for now.



VIRIDIAN FOREST



#11 METAPOD

TYPE: BUG

Like Kakuna, Metapod is a kind of transitional Pokémon, and it won't stay in this form for long. Once it reaches level 10, it will evolve into Butterfree.



#14 KAKUNA

TYPE: BUG/POISON



Kakuna is nearly incapable of moving and, therefore, has no attack abilities whatsoever. Its only defense is the ability to harden its protective shell.



#15 BEEDRILL

TYPE: BUG/POISON

When Kakuna reaches level 10, it will evolve into the much more powerful Beedrill. Beedrill will eventually have the capacity to learn such attacks as Twin Needles and Pin Missile.

Duels With Trainers

You'll find real trainers everywhere you go, and they'll usually challenge you as soon as they see you. Trainers can have anywhere from one to six Pokémons, and you can't run from a duel with a trainer, so always be prepared for an intended battle. Keep in mind that the tame Pokémons trainers use are often more powerful than the wild Pokémons found in the surrounding areas.



#25 PIKACHU

TYPE: ELECTRIC

These mouse-like creatures are among the most sought-after Pokémons. Trainers never keep many of them in the same place, however. If enough of these Pokémons gather in one place, their combined voltage can trigger electrical disturbances in the surrounding atmosphere!



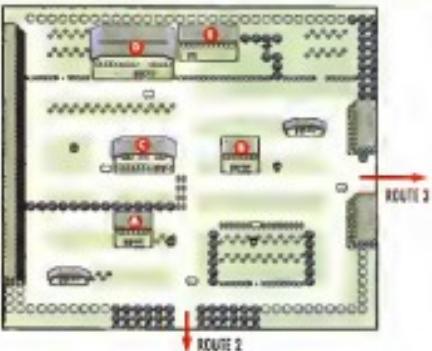
| WEAKNESS | MANTICORE | FEM |
|----------|-----------|------|
| KAKUNA | FEW | FEW |
| METAPOD | FEW | MANY |
| CATERPIE | FEW | MANY |
| PIKACHU | FEW | FEW |

| ITEMS |
|-------------|
| ① POKÉ BALL |
| ② ANTIDOTE |
| ③ POTION |

PEWTER CITY

Now you're hitting the big time! Pewter City has, among other things, a working Pokémon Gym. If you play your cards right in this town, you'll be able to join the Pokémon League and be recognized officially as a Pokémon trainer!

You've come a long way from sleepy Pallet Town, so relax and enjoy the sights here in the big city. If you don't know your way around, just ask—the locals will be happy to point you in the right direction. You won't be able to move on until you defeat the local trainers, but be sure your Pokémon are ready. If you need to build up your Pokémon some more, head back into Viridian Forest for a while.



A Pokémon Center

POKÉMON MART

| | |
|---------------|-----|
| POKÉ BALL | 200 |
| POTION | 300 |
| ESCAPE ROPE | 550 |
| ANTIDOTE | 100 |
| BURN HEAL | 250 |
| AWAKENING | 200 |
| PARALYZE HEAL | 200 |

B Pokémon Mart

C Pewter City Gym

Each city gym has a single leader, and each leader has one or more lieutenants. Here in Pewter City, you'll face a Jr. Trainer before you do battle with the gym leader, Brock.

D Facts and Fossils

The Museum of Science has just unveiled its collection of Pokémon fossils. Some scientists claim to have cloned new Pokémon from fossils, but most experts think this is just a lot of Jurassic mumbo-jumbo.



E Secret Lab

There's a secret lab at the rear of the museum. You won't be able to enter it until you cut down a bush blocking the entrance. You'll learn this ability later in the game, so just be patient for now.



Gym Leader: BROCK

The Pokémon League is the official association of Pokémon trainers. If you defeat Brock, he'll induct you into the league and give you his Boulder Badge and TM 34 as rewards. The badge will give your Pokémon a small power boost, while the Technical Machine can be used to teach certain Pokémon the Bide technique. Chamander's Fire-type powers won't make a dent in Brock's two Rock-type Pokémon. If you don't have Squirtle or Bulbasaur, you'll be in for a long battle.

OPPONENTS



GEODUDE

LEVEL 12



ONIX

LEVEL 14



BOULDER BADGE



TM 34



ROUTE 3

By defeating Brock, you've proven yourself a true Pokémon trainer. Other trainers now see you and your Pokémon as worthy opponents, and there are no fewer than eight trainers lying in wait along Route 3. None of them Pokémon are as tough as Brock's, but you still have a challenge ahead. By the time you reach the Pokémon Center at the base of Mt. Moon, your Pokémon will probably need some medical attention. If you want to look for Spearow or Jigglypuff, stock up on Poké Balls before hitting the road.



| | | |
|------------|------|------|
| PIDGEY | MANY | MANY |
| SPEAROW | MANY | MANY |
| JIGGLYPUFF | FEW | FEW |



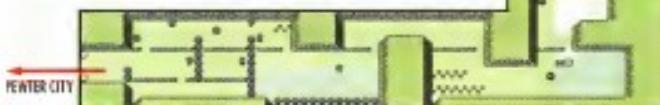
#21 SPEAROW

TYPE: NORMAL/FLYING

It may resemble the mild-mannered Pidgey, but Spearow has a much more ferocious temperament. In a contest between the two, Spearow will likely have the upper wing.

Hey, Buddy, Can You Spare \$500?

A traveling salesman at the Pokémon Center will offer you a sweet deal on a Magikarp, but don't you think you'll be able to capture one for free later on?



#39 JIGGLYPUFF

TYPE: NORMAL

Jigglypuff's Sing attack will send even the toughest Pokémon to dreamland, leaving it open for a Pound. Looks can be deceiving, and just because a Pokémon is cute and cuddly doesn't mean it's a dream puff.

MT. MOON

Mt. Moon is crawling with all sorts of new Pokémon as well as several menacing members of Team Rocket. Team Rocket is after Pokémon fossils, no doubt as part of some diabolical scheme. It's up to you to stop them from finding these lost archaeological treasures!



#41 ZUBAT

TYPE: POISON/FLYING

Zubat has no eyes, and it uses a sophisticated radar system to navigate in the total darkness beneath Mt. Moon. Its Leech Life attack will drain an opponent's energy and replenish its own.

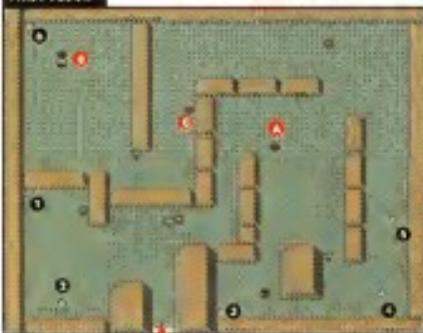
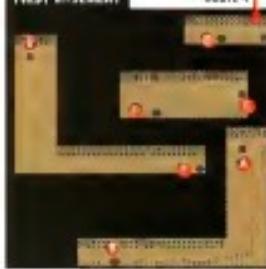
| | | |
|----------|------|------|
| ZUBAT | MANY | MANY |
| GEODUDE | FEW | FEW |
| PARAS | FEW | FEW |
| CLEFAIRY | FEW | FEW |



Erode Geodude's Advantage



Geodude's tough, rock-like skin provides great defense against many types of attacks, making it difficult to capture. A Water-type or Plant-type Pokémon is your best bet against this thick-skinned opponent.

FIRST FLOOR

FIRST BASEMENT

ITEMS

- 7 TM 09
- HP UP

SECOND BASEMENT

#35 CLEAFY

TYPE: NORMAL

You must search long and hard to find a Cleafy. It is found in only two places other than Mt. Moon, so try your best while you're here.


#36 CLEABLE

TYPE: NORMAL

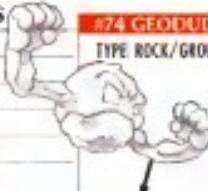
Once a Cleafy evolves into a Cleable, it won't be able to learn any more attacks, at least on its own. You may be able to teach it a new ability with a TM or with HM.


ITEMS

- 1 POTION
- 2 TM 12
- 3 POTION
- 4 RARE CANDY
- 5 ESCAPE ROPE
- 6 MOON STONE

#74 GEODUDE

TYPE: ROCK/GROUND



TYPE: ROCK/GROUND

At level 25, a Geodude evolves into a Graveler. As it changes, its rocky skin develops several layers of jagged scales. These scales are chipped off in battle but are quickly replaced.


#75 GRAVELER

TYPE: ROCK/GROUND

Geodudes are commonly found in fields and mountainous areas. A Geodude usually doesn't move unless it's disturbed, and it's often mistaken for a rock or a boulder.

#76 GOLEM

TYPE: ROCK/GROUND



Golems tend to be much larger than Geodudes and Gravelers, so they stand out more in their surroundings. They are slow to anger but are fierce fighters when roused.

#16 PARAS

TYPE: BUG/GRASS

Paras's dual nature is readily apparent in its insectoid claws and the mushroom-like pods on its back. Those "mushrooms" can shoot out clouds of Stun Spores, capable of Paralyzing almost any opponent.

Eeny, Meeny, Miny, Moel

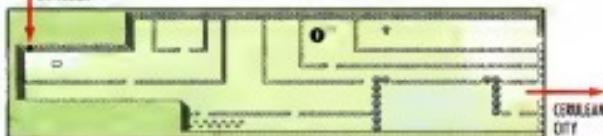
If you defeat the Team Rocket member near the exit to Mt. Moon, he'll let you have one of the precious Pokémon listed. You can't go wrong with either one, but if you can't make up your mind, you can always fall back on a certain tried-and-true method for making tough choices.



ROUTE 4

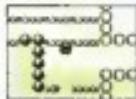
After the ordeal in Mt. Moon, Route 4 will probably seem like a walk in the park. There are no trainers to challenge you and only one area where you may run into wild Pokémon. Just be sure to collect the TM 04 before you move on. You must jump over a hedge to reach the final path to Celadon City, and once you clear that barrier, you'll be trapped in Celadon City until you defeat Misty, the leader of the local Gym.

MT. MOON



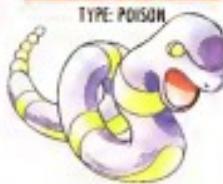
No Going Back

Once you jump over this hedge, you'll be stuck in Celadon City. If you need to train your Pokémon further before facing Misty, there's a field just outside of Celadon. This field is home to several species of wild Pokémon.



#23 EKANS

TYPE: POISON



ITEMS

1 TM 94

Ekans is a silent but deadly predator. Its main source of food is Pidgey and Spearow eggs, and it is known to eat them whole, shell and all.

#22 SANDSHREW

TYPE: GROUND

You must trade for either a Sandshrew or an Ekans, depending on which version of the game you have. There are no Ekans in the Blue version and no Sandshrew in the Red version.



| | | |
|-----------|------|------|
| RATTATA | MANY | RARE |
| SPEAROW | FEW | FEW |
| EKANS | FEW | NONE |
| SANDSHREW | NONE | FEW |

ENCYCLOPEDIA POKÉMONIA HEAVY HITTERS

According to the Encyclopedia Pokémonia, the heaviest Pokémon, on average, are Golem, Gyarados and Snorlax. Because of their great mass and strength, these Pokémon often prove very difficult to capture. Even if a trainer succeeds in draining most of a Snorlax's energy, for example, a normal Poké Ball may not be up to the job of holding it securely. It is wise to use Great Balls or Ultra Balls when trying to capture these heavyweights.

#76 GOLEM

662 lbs



#90 GYARADOS

588 lbs



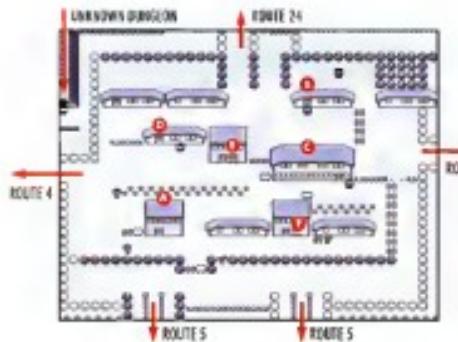
#145 SNORLAX

- 1,014 lbs

Weighing in at 1,014 kilograms on average, Snorlax is recognized as the heaviest Pokémon. It develops much of its bulk while hibernating, which it does for most of the year.

CERULEAN CITY

You may be trapped in Cerulean City, but it's a pleasant prison, at least. There aren't many wild Pokémons around to capture your attention, but with Misty and Gary itching to take you on, your Pokémons are in for lots of combat experience.



A Smooth Ride

The Bike Shop is stocked with hundreds of shiny two-wheeler, but you'll have to put your dreams of a new ride on hold for a while. A new bike will set you back a cool \$1 million—and that ain't Pokémon feed!

B A Way Out

This house is locked now, but after you visit the Sea Cottage up north, come back here. The back yard leads to a path out of the city.

C All Wet

The local Gym looks more like a swimming pool than a serious-training facility, but if you're not careful of the Water-type Pokémons that work out here, you'll be dog-paddling for dear life!



D Trading Post

The Pokémon collector in this house will give you a Jynx in exchange for a Poliwhirl. You won't be able to capture a Poliwhirl until later in your quest, but keep this fellow in mind. You can even capture two Poliwhirl and trade one!

#124 JYNX

TYPE ICE/PSYCHIC

Jynx has an unusual combination of Ice and Psychic characteristics. It is also unusual in that it does not evolve, though its powers do grow stronger over time.



E Pokémon Center

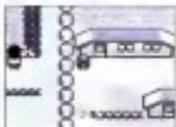
F Pokémon Mart

POKÉMON MART

| | |
|---------------|-----|
| POKE BALL | 200 |
| POTION | 300 |
| REPEL | 150 |
| ANTIDOTE | 100 |
| BURN HEAL | 250 |
| AWAKENING | 200 |
| PARALYZE HEAL | 200 |

Unknown Dungeon

As you explore Cerulean City, you'll spy someone beyond the fence on the north-west side of town. You won't be able to reach him until you're near the end of your adventure, so don't worry about him. Just take care of Misty and Gary and prepare for the greater challenges ahead!





Gym Leader: **MISTY**

Like her two lieutenants, Misty prefers Water-type Pokémons, and she has Staryu and Starmie ready to go. Bulbasaur (which will likely have evolved into Ivysaur by now) is your best bet against these water-logged foes. If you don't have Bulbasaur, any Electric- or Plant-type Pokémon will do. If you snap things up here, you'll receive Misty's Cascade Badge as a reward. This badge will make any of your Pokémons up to level 30 obey you without question.



OPPONENTS



STARYU LEVEL 18



STARMIE LEVEL 21

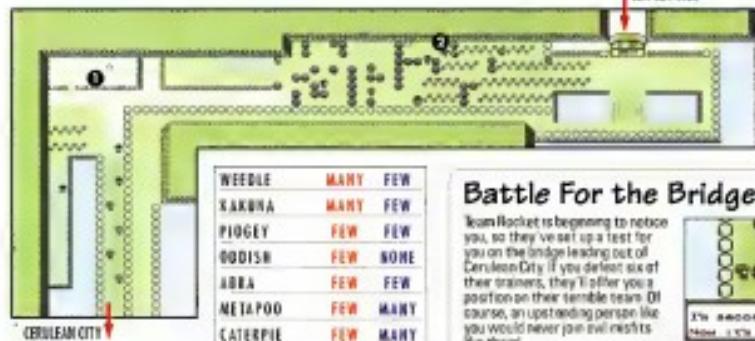
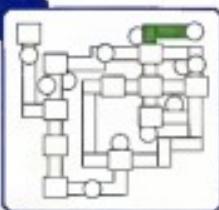
PRIZES

CASCADE BADGE

TM 11

ROUTES 24 & 25

With Misty and her cohorts out of the way, you can now head north out of Cerulean City. The bridge is blocked, however, by your rival, Gary. Even if you defeat Gary and his four best Pokémons, you'll still have to contend with six members of Team Rocket and their assorted Pokémons. If you defeat them, you'll receive a valuable Nugget as a reward. Once you clear the route out of town, follow the path to the Sea Cottage, home of the world's greatest Pokémaniac, Bill the Pokémaniac!



| | | |
|-----------|------|------|
| WEEDLE | MANY | FEW |
| XAKURA | MANY | FEW |
| PIGEEY | FEW | FEW |
| DODISH | FEW | NONE |
| ABRA | FEW | FEW |
| METAPOO | FEW | MANY |
| CATERPIE | FEW | MANY |
| BELSPROUT | NONE | MANY |

ITEMS

- ① TM 45
- ② TM 19

Battle For the Bridge

Team Rocket is beginning to notice you, so they've set up a test for you on the bridge leading out of Cerulean City. If you defeat six of their trainers, they'll offer you a position on their terrible team. Of course, an upstanding person like you would never join evil巢ists like them!



1st account
Now 10% received



#43 ODDISH

TYPE: GRASS/POISON

Oddish is just one of several combined Grass-and-Poison-type Pokémons you'll find in this area. It uses first to Paralyze or Stun its opponents before it drains their energy with its Absorb attack.

#63 ABRAS

TYPE: PSYCHIC

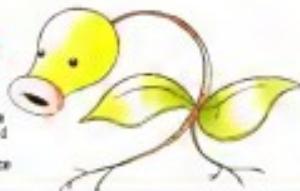
Abras doesn't have any attack abilities, but its power to Teleport away from battle makes it difficult to capture. If you're lucky enough to find an Abras, try to Paralyze it right away.



#69 BELSPROUT

TYPE: GRASS/POISON

Bellsprout often begins a battle with Growth, which will increase the power of its special attacks. It would be wise to use your most powerful attack before Bellsprout has a chance to launch an attack of its own.



SEA COTTAGE

A freak accident with his experimental teleporter has combined Bill's cellular structure with a Pokémon's, and he needs your help to reverse the process. If you help Bill, he'll give you a ticket to the cruise ship S.S. Anne, now docked at Vermilion City. Before you leave for Vermilion City, exit the cottage and enter again, then check Bill's PC for information on four rare Pokémons.

ENCYCLOPEDIA POKÉMONIA
LONG ON CHARM

Gyarados has the distinction of being one of the longest and heaviest Pokémons on record, but if you're talking sheer size, it can't quite measure up to Oink, which averaged a whopping 38 feet, 10 inches long. Despite our ranks number three in overall length, but with its sleek lines and graceful movements, it has 'Oinks' and Gyarados beat in the looks department.

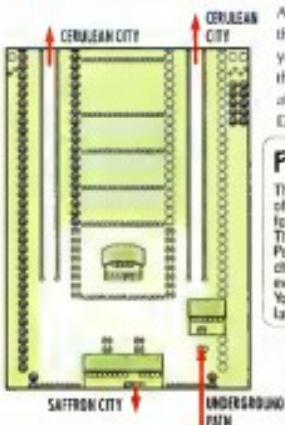
#148 DRAGONAIR

13' 1"





ROUTE 5



After your visit with Bill, return to Cerulean City and go to the house in the northeast corner. Walk through the backyard to find a path leading to Route 5. The road that goes through Saffron City is closed, but you can take the detour along the Underground Path. Stop off at the Pokémon Daycare before you head underground.



Pokémon Daycare

The Pokémon Daycare will train one of your Pokémons at a cost of \$100 for every experience level gained. The fee is due when you pick up your Pokémon. You won't be able to choose which skills it learns as it evolves, but that's the risk you take. You'll likely come back this way later, so don't forget to stop in!



452 MEOWTH

TYPE: NORMAL

If you have a Blue version of the game, look in the fields around Route 5 or 6 to find a Meowth! If you have a Red version, you must trade for one.



#56 MANKEY

TYPE: FIGHTING

As a Fighting-type Pokémon, Mankey is more agile than most Pokémons. It can dodge even special attacks quite easily.



#57 PRIMEAPE

TYPE: FIGHTING

Primeape has an incredible temper, and that makes it doubly dangerous in combat. Its Karate Chop attack is formidable.

ROUTE 6

The Underground Path runs beneath Saffron City and emerges on Route 6. The path to Saffron City is blocked on this side, too, but that's okay. Your destination is Vermilion City, which lies to the south. As always, there are mail trainers everywhere you turn.

Let's Make a Deal

Another Pokémon collector is waiting for you at the Underground Path exit. Once again, you probably don't have the Pokémon he wants, but not to worry. No matter how long it takes you to find the proper Pokémon, this fellow will wait patiently.



| | | |
|-----------|------|------|
| ODDISH | FEW | NONE |
| PIOGEY | MANY | MANY |
| MANKEY | FEW | NONE |
| BELSPROUT | NONE | FEW |
| MEOWTH | NONE | FEW |

VERMILION CITY

Vermilion City is the first stop for the luxury liner S.S. Anne, now on its yearly Pokémon Cruise. With so many rival trainers on board, it's not exactly a "love boat!" It does, however, give you a chance to gain valuable combat experience.



A Pokémon Center

B Pokémon Mart

C Trading Post

This cabin near the docks is home to yet another Pokémon enthusiast. In exchange for a Pokémon of yours, he'll give you a Pokémon called a Farfetch'd. He'll ask for a common enough Pokémon, so don't hesitate to make this trade.

183 FARFETCH'D

TYPE: NORMAL/FLYING

It looks like a duck and quacks like a duck, but it surely isn't a duck! Farfetch'd uses twigs as mini-sabers.

| POKÉMON MART | |
|---------------|-----|
| POKE BALL | 200 |
| SUPER POTION | 700 |
| ICE HEAL | 250 |
| AWAKENING | 200 |
| PARALYZE HEAL | 200 |
| REPEL | 350 |



D Go Fish, Young Man

The Old Fishing Guru has taken a shine to you, and he'd like to give you his Old Rod as a gift. Use the Old Rod to fish for water-dwelling Pokémon. If you get a bite, you can either fight or try to capture the Pokémon you've hooked.

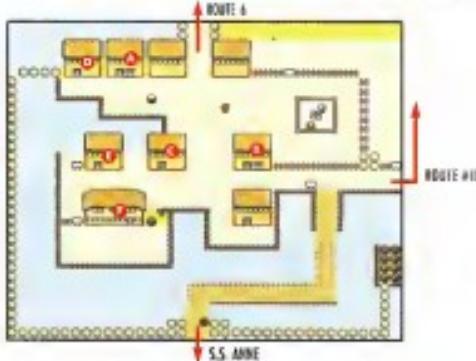
E A Gift For Gab

If you listen to the Pokémon Fan Club president's stories, he'll give you a Bike Voucher in return. You don't have to do it now, but you can take the voucher to the Bike Shop in Cerulean City for a free bike!



F Cut To the Quick

A bush is blocking the path to the Vermilion City Gym. The key to learning how to Cut it down is aboard the S.S. Anne.



Gym Leader: LT. SURGE



If you want to give this G.L. a jolt, put a couple of Ground-type Pokémon on your front line. You'll bust Lt. Surge back down to private in no time! If you win, you'll receive the lieutenant's Thunder Badge and TM 24 as your spook of war. If you have a Pikachu or any Electric-type Pokémon, use the TM 24 to teach it Thunderbolt.

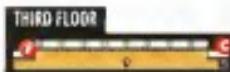
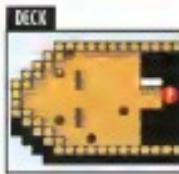
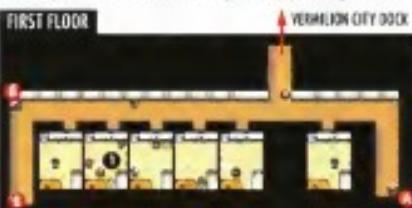
OPPONENTS



| | | | | |
|--|---------|----------|--|---------------|
| | VOLTORB | LEVEL 21 | | Thunder Badge |
| | PIKACHU | LEVEL 18 | | TM 24 |
| | RAICHU | LEVEL 24 | | |

5.5. ANNE

The S.S. Anne caters to a select clientele, including some of the world's most renowned Pokémon trainers. In fact, the Anne is on its annual Pokémon Cruise, where professionals and amateurs alike meet for a series of duels. Though not a trainer himself, the captain of the Anne is a Pokémon enthusiast, and he has the HM 01, which can be used to teach certain Pokémon the Cut ability. If you help him through his seasickness, he'll give it to you in gratitude.



ITEMS

- 1 TM 68
- 2 ETHER
- 3 MAX POTION
- 4 TM 44
- 5 GREAT BALL
- 6 MAX ETHER
- 7 RARE CANDY

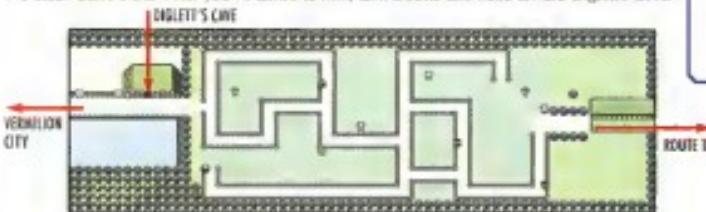
Red Alert!

Your old rival, Gary, is blocking the passage to the captain's cabin, but you can put the smackdown on him and his fake French accent. Once you defeat Gary and receive the HM 01 from the captain, the Anne will leave port.



ROUTE 11

Now that you've pulled the plug on Lt. Surge, it's time to head for Lavender Town, and the quickest way to get there is to take Routes 11 and 12. Unfortunately, Route 12 is blocked by a Snorlax, but you should go as far as the lookout station. There you'll meet up with one of Professor Oak's aides. After you've talked to him, turn around and head toward Diglett's Cave.



#30 NIDORINA
TYPE: POISON

Nidorina prefers to use its teeth and claws in battle, rather than its spikes.


#96 DROWZEE
TYPE: PSYCHIC

As its name implies, Drowzee will use its Psychic abilities to make your Pokémon fall asleep during combat. Though Drowzee's Pound attack may not be the most powerful around, your Pokédormitory may not be many steps to strike back!


Item Finder

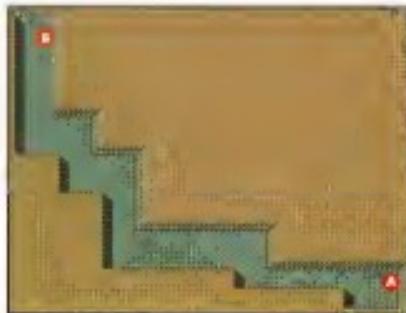
If you've collected 30 different Pokémon, Professor Oak's assistant will give you the device called the Item Finder. If you don't have 30 Pokémon, don't worry about missing this opportunity. This fellow will wait here until you return with the required number of captured creatures.



DIGLETT'S CAVE



With Route 11 blocked, you must take the roundabout route to Lavender Town. Diglett's Cave connects Route 11 with Route 2, emerging near Viridian Forest. Head north to Pewter City, then east to Cinnabar Island and Route 9. Now that you know how to Cut, be sure to visit the secret lab behind the Pewter City Museum.



| | | |
|----------------|-------------|-------------|
| DIGLETT | RARE | MANY |
| DUGTRIO | FEW | FEW |

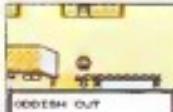
#50 DIGLETT
TYPE: GROUND

The challenge with Diglett is not finding one, but capturing one before it runs or runs away. Keep a lower-level Pokémon with you on this trip.



Cutting Corners

Your newly-acquired Cut ability will open up numerous opportunities for you, and you should keep an eye out for other useful Hidden Machines. The HM 05, which can be used to teach the Flash ability, is in a building near the Route 2 end of Diglett's Cave. You'll need Flash very soon, so don't leave this area without the HM 05.



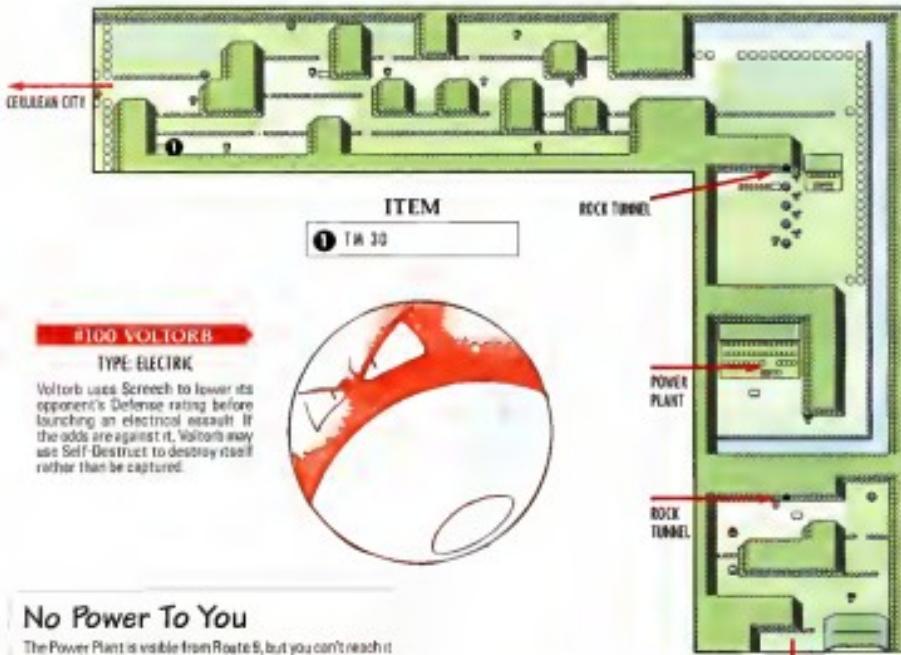
Pokémon


#51 DUGTRIO
TYPE: GROUND

Dugtrio is actually a group of Digletts that have bonded together. This bonding increases their strength by several times, allowing them to tunnel deeply enough to cause earthquakes.

ROUTES 9 & 10

Using the Cut ability, chop your way through from Cerulean City to Route 9. Follow the path, as shown on the map, to the Pokémon Center near the entrance to Rock Tunnel. Once again, you can't go straight from Route 9 to Route 10. Enter Rock Tunnel and make your way through the maze to Route 10. Now follow Route 10 south to Lavender Town. This way may seem long, but it's also the only way to reach your next destination.



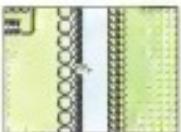
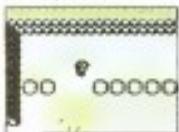
#100 VOLTOORB

TYPE: ELECTRIC

Voltorb uses Screech to lower its opponent's Defense rating before launching an electrical assault. If the odds are against it, Voltorb may use Self-Destruct to destroy itself rather than be captured.

No Power To You

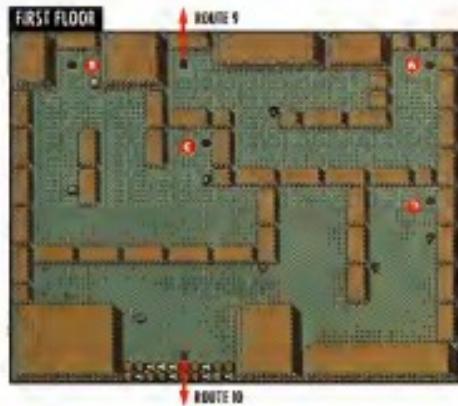
The Power Plant is visible from Route 9, but you can't reach it just yet. Sometime later, you'll obtain a Hidden Machine that will enable you to use the Surf technique. You'll be able then to travel along the stream that flows past both Route 9 and the Power Plant. Until then, you'll just have to keep your creativity in check.



| | | |
|-----------|------|------|
| BATATA | MANY | MARY |
| SPEAROW | MANY | MARY |
| SANDSHREW | NONE | MARY |
| EKANS | MANY | NONE |
| VOLTOORB | MANY | MARY |

ROCK TUNNEL

Rock Tunnel is the only avenue between Routes 9 and 10. Unlike the caverns beneath Mt. Moon, Rock Tunnel is pitch black, and you must rely on the Flash technique to light your way. Use the labeled maps to follow the ladders through the tunnel to the exit. The tunnel has two levels, but there really is only one main path.



| | | |
|-----------|------|------|
| ZUBAT | MANY | MANY |
| GROWLITHE | FEW | FEW |
| MACHOP | FEW | FEW |
| ONIX | FEW | FEW |



Into the Dark

The wild Pokémon in Rock Tunnel seem to attack more often than their above-ground cousins, and if you're being attacked every few steps, it may take you a while to reach medical attention. If you want to avoid a lot of random combat, this would be a good time to try the Repel potion, which keeps most Pokémon at bay. You'll have a much tougher time, however, avoiding the many trainers lurking in the shadows. If you want to avoid a duel, walk a path that's far away from the trainer or that's out of the trainer's line of sight.



495 OONIX

TYPE: ROCK/GROUND

Over time, Oonix's faceted skin becomes as black as coal but as hard as diamond. It is certainly an imposing sight in battle!



496 MACHOP

TYPE: FIGHTING

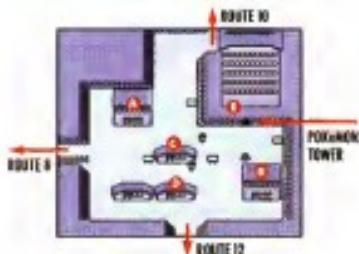
Like Monkey, Machop is very agile and can dodge even special attacks. Machop is also one of the more intelligent Pokémons, and it's known for being a master of various martial arts.





LAVENDER TOWN

Lavender Town is renowned as the last resting place for many dear, departed Pokémon. Every day, devoted trainers attend memorial services in Pokémon Tower, but lately, the tower has gained a reputation for being haunted by malevolent spirits!



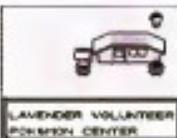
A Pokémon Center

B Pokémon Mart

| POKÉMON MART | |
|---------------|-------|
| GREAT BALL | 600 |
| SUPER POTION | 700 |
| REVIVE | 1,500 |
| ESCAPE ROPE | 550 |
| SUPER REPEL | 500 |
| ANTIDOTE | 100 |
| BURN HEAL | 250 |
| ICE HEAL | 250 |
| PARALYZE HEAL | 200 |

C Fuji is Missing

Kindly Mr. Fuji is the head of the Volunteer Pokémon Center in Lavender Town, but the elderly gentleman has gone missing. It may be that his sudden disappearance has something to do with the strange disturbances in Pokémon Tower, but there's no telling yet what the connection is. It's best just to push on, but keep your eyes open for clues.



D The Name Game

If you'd like the nicknames for your Pokémon rated, or if you'd like to change their nicknames, then visit this fellow in his registry office. Rating nicknames seems to us a very odd occupation, but if there's a market for it, who are we to argue? There's no charge for this service, so it's obviously a labor of love.



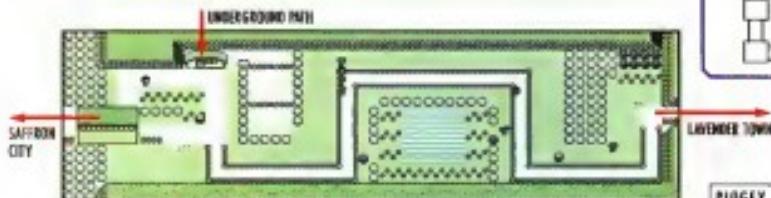
E Pokémon Tower

We're no Mulder or Scully, but it seems to us that something sinister is going on in Pokémon Tower, and it's not just swamp gas. To find out what this eeriness is all about, you must first identify the ghosts that are roaming the halls. The only device that can do that is called a Slph Scope. Rumor has it you can obtain a Slph Scope in Celadon City, so it's time to hit the road again.



ROUTE 8

Celadon City lies to the west, past Saffron City. Once again, the road through Saffron City is blocked, but you can use another Underground Path to bypass it and reach the road beyond. Why is Saffron City locked up tight? That's yet another mystery for another day.



UNDERGROUND PATH

**#37 VULPIX**

TYPE: FIRE

Vulpix is tough to find in the Blue version of the game, and it can't be found at all in the Red version.

**#38 NINETALE**

TYPE: FIRE

As with many Pokédex entries, Ninetales can't be found in the wild at all. To obtain one, you must capture a Vulpix until it evolves.

**#39 ARCANINE**

TYPE: FIRE

**#48 GROWLITHE**

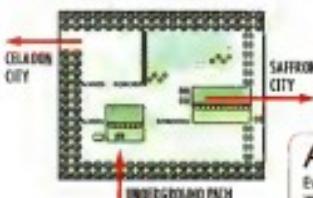
TYPE: FIRE

The elusive Growlithe can be found only on Route 7, Route 8 or Cinnabar Island. Handle combat with it carefully.

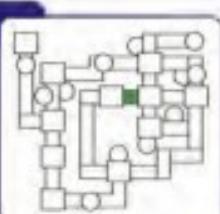
| | | |
|-----------|------|------|
| PIGEY | FEW | FEW |
| MANKEY | FEW | NONE |
| EEVAH | FEW | NONE |
| GROWLITHE | FEW | NONE |
| MEOWTH | NONE | FEW |
| SANDSHREW | NONE | FEW |
| VULPIX | NONE | FEW |

ROUTE 7

The Underground Path takes you to Route 7, which leads straight into Celadon City. Major attractions in town include the Celadon Department Store and the Game Corner.



UNDERGROUND PATH



| | | |
|-----------|------|------|
| PIGEY | FEW | FEW |
| OOISH | FEW | NONE |
| MANKEY | FEW | NONE |
| GROWLITHE | FEW | NONE |
| BELSPROUT | NONE | FEW |
| MEOWTH | NONE | FEW |
| VULPIX | NONE | FEW |

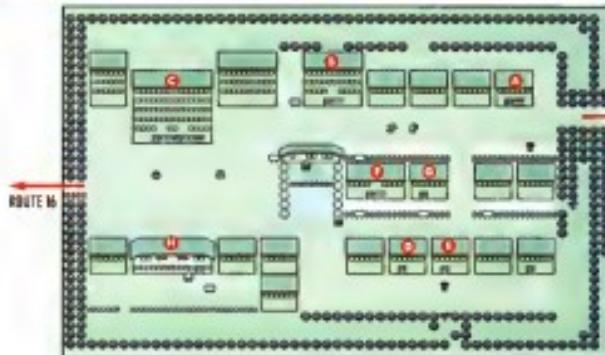
A Pause To Refresh

Every road leading into Saffron City is blocked, and no one seems to know why. Are the guards posted at the gates to keep people in or out? What's being hidden? In any case, all the guards are quite thirsty. Perhaps there's something in Celadon City that could help in this situation.



CELADON CITY

Your local *Pokémon Mart* is great for quick shopping trips, but if you want to talk about selection, nothing beats the Celadon Department Store. Stop by today to stock up on supplies and perhaps even solve a few of your ongoing problems.



A Pokémon Center

ROUTE 7

B Celadon Mansion

There's nothing in the Celadon Mansion that relates directly to the mystery at hand, but you can use the PC on the second floor to log on to the computer storage systems you've been using. You can also walk around to the back of the mansion to find a secret door. Go upstairs to find the amazing *Pokémon* known as Eevee.

DEPARTMENT STORE

Second Floor

Great Ball 600

Super Potion 700

Revive 1,500

Super Repel 500

Antidote 100

Burn Heal 250

Ice Heal 250

Awakening 200

Paralyze Heal 200

TM 32 1,000

TM 33 1,000

TM 02 2,000

TM 07 2,000

TM 37 2,000

TM 01 3,000

TM 05 3,000

TM 09 3,000

TM 17 3,000

Fourth Floor

Poke Ball 1,000

Fire Stone 2,100

Thunder Stone 2,100

Water Stone 2,100

Leaf Stone 2,100

Fifth Floor

X Accuracy 950

Gained Spec. 700

Qira Head 650

X Attack 500

X Defend 550

X Speed 350

X Special 350

HP Up 9,000

Protein 9,000

Iron 5,800

Cerberus 9,000

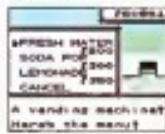
Calcium 9,000

C One-Stop Shopping

The Celadon Department Store is the place for one-stop shopping. Be sure to buy a Poké Drill and at least one of the evolution-inducing stones on the fourth floor. Talk to every clerk behind every counter to see their entire selection. You may even receive a free sample!

Thirst Quencher

All this adventuring has probably given you a monstrous thirst. Visit the café on the top floor of the Celadon Department Store to find a vending machine and a thirsty little girl. If you give her some water, she'll give you a TM 13. Follow up with soda pop and lemonade, and she'll give you a TM 48 and a TM 49. These drinks are as refreshing to *Pokémon* as they are to humans and, like Potions, can be used to replenish some of a *Pokémon*'s HP. Before you leave the café, buy one extra bottle of water to sake to the parched guard at the nearest Saffron City gate.



D You Want Fries With That?

Team Rocket is up to something in Celadon City, and it's your job to find out what. If you can't put your finger on it at first, do what all those old-time movie detectives did: grab a bite at the local diner and see what turns up. Someone might point you in the right direction.



A COIN CASE

E Pokémon Racket

Next door to the diner is a warehouse operation that's shipping over 2,000 Pokémons a month, with most of them being used as prizes at the Game Corner slot arcade. Big numbers mean big money, and that has Team Rocket written all over it. Maybe it's time to move over to the Game Corner.

F The Big Payoff

As they say in the movies, everything seems "legit" in the Game Corner, at least at first glance. People are having fun at the slot machines and no one is making trouble, but the tough guy near the back of the room does look suspicious.



BET HOW MANY COINS?

G Exchange Corner

If you win any coins at the slot machines, you can bring them to the Exchange Corner and buy items or rare Pokémons. This is where all those Pokémons are going, but the real answers lie somewhere in the Game Corner.

H On the Back Burner

For once, the real action in town is somewhere other than the gym. You should still challenge the local trainers, but it doesn't have to be right away.



#131 VAPOREON

TYPE: WATER

The Water Stone changes Eevee into Vaporeon, a Water-type Pokémon. The Leaf Stone and Moon Stone don't affect it.



#135 JOLTEON

TYPE: ELECTRIC

The Thunder Stone transforms Eevee into the hair-raising Pokémon called Jolteon. Another Electric-type Pokémon would be in order.



#136 FLAREON

TYPE: FIRE

Use the Fire Stone to change Eevee into Flareon. The Pokémon's Fire-type powers are a force to be reckoned with.



#137 POLYGON

TYPE: NORMAL

Polygon's crystalline body is unusual, even as Pokémon go. Some collectors like Polygon as a showpiece and not as a fighting specimen.

Ex. Corner Red

| | |
|----------|-------|
| ABRA | 180 |
| CLEFAIRY | 500 |
| NIORINA | 1,200 |
| ORATINI | 2,800 |
| SCYTHER | 5,500 |
| POLYGON | 9,999 |
| TM 23 | 3,300 |
| TM 15 | 5,500 |
| TM 50 | 7,700 |

Ex. Corner Blue

| | |
|----------|-------|
| ABRA | 120 |
| CLEFAIRY | 750 |
| NIORINA | 1,200 |
| PINSIR | 2,500 |
| ORATINI | 4,600 |
| POLYGON | 6,500 |
| TM 23 | 3,300 |
| TM 15 | 5,500 |
| TM 50 | 7,700 |

Playing the Odds

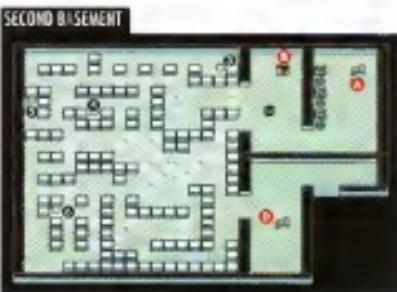
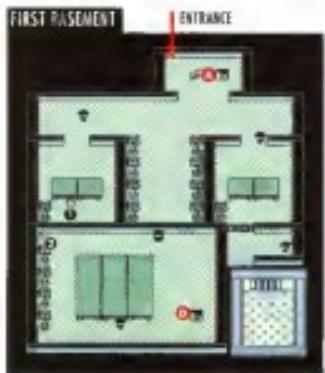
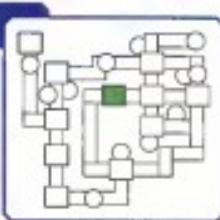
To play the slot machines in the Game Corner, you must first find something to hold your coins. Speak to a man sitting at the diner to receive a Coin Case. Bring the case to the Game Center and speak to some of the other players to receive a few coins for free. If you want more, you can buy them at the counter. Choose any open machine and press A to start playing. The odds of winning are not very good, and if you're playing just to win enough coins to buy a new Pokémon, you're better off saving your money for something else.





GAME CORNER

Your sharp sleuthing has landed you smack in the middle of a huge Team Rocket operation. The man in the slick suit at the rear of the Game Corner is actually guarding the entrance to a secret, underground lair. The head of this branch of Team Rocket is a sinister figure known only as Giovanni. He has a prototype Silph Scope, which is what you need to identify the ghosts back at Pokémon Tower. Don't let him escape!



ITEMS

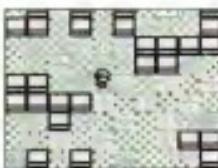
- 1 ESCAPE ROPE
- 2 HYPER POTION
- 3 BUGNET
- 4 TM 07
- 5 MOON STONE
- 6 SUPER POTION
- 7 RARE CANDY
- 8 TM 10
- 9 LIFT KEY
- 10 TM 02
- 11 HP UP
- 12 IRON
- 13 SILPH SCOPE



Going Places

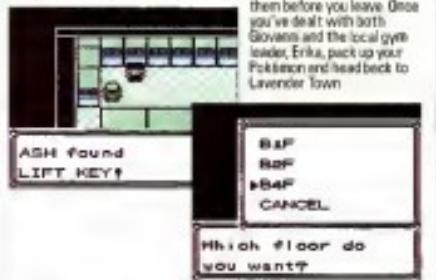
Some sections of the basement are covered in special tiles that move you automatically from one place to another. You can't control this movement, but arrows on the tiles show you where you're going. The "checkerboard" tiles stop you on that spot. These tile mazes aren't very difficult to navigate, and even if you do make a wrong turn, you'll usually end up back at a common crossroads. If that happens, just pick a different path and try again.

MOVE STOP



Need a Lift?

The key to reaching Giovanni's office is literally that—a key. The Lift Key that operates the elevator is on the fourth floor down. From the entrance, follow stairways A and B to the third sub-basement. Make your way through the maze to stairway C. Grab the key from the upper-left corner, then go back upstairs to the first sub-basement. Use the elevator to go down to the four-fit sub-basement and Giovanni's office. There are valuable items and Team Rocket members everywhere, and you should probably take the time to deal with all of them before you leave. Once you've dealt with both Giovanni and the local gym leader, Eriko, pack up your Pokémon and head back to Lavender Town.



Rocket Rumble

There are no fewer than 11 Team Rocket Trainers guarding this base, not to mention Giovanni himself! Most of their captive Pokémon are between level 17 and level 22. Giovanni himself, however, is armed with a level-25 Omix, a level-24 Rhyhorn and a level-29 Kangaskhan. A team of Water-type or Grass-type Pokémon would do well against this terrible trio. If you defeat Giovanni's Pokémon, he'll leave in a huff and leave behind the Sigh Scope as well.

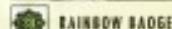


Gym Leader: ERIKO

If you defeat Eriko's three Grass-type Pokémon, you'll receive her TM 21 and Rainbow Badge to mark your victory. As you may know, if you don't demonstrate enough skill as a trainer, higher-level Pokémon may sometimes ignore your commands in battle. With the Rainbow Badge in hand, all of your Pokémon up to level 50 will always obey you.



PRIZES



TM 21

OPPONENTS

| | |
|-----------|----------|
| VILEPLUME | LEVEL 29 |
| PIDGEOTTO | LEVEL 29 |
| TANGELA | LEVEL 24 |
| VILEPLUME | LEVEL 29 |



POKÉMON TOWER

The situation in Pokémon Tower is grave indeed, but with the Silph Scope, you should be able to dig up whatever is causing all the trouble. You don't have to do anything special with the scope, but just be sure you have it with you when you enter the tower. The Silph Scope automatically identifies any ghosts and makes it possible for you to engage them in combat. Make your way to the top of the tower as fast as you can, but be ready for a "Gastly" good time!



FIRST FLOOR



SECOND FLOOR



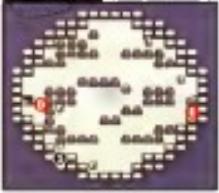
THIRD FLOOR



FOURTH FLOOR



FIFTH FLOOR



SIXTH FLOOR



Scoping Out Danger

Without the Silph Scope, you can't identify the ghosts lurking in Pokémon Tower. If you can't identify them, you can't fight them. With the scope in hand, you can fight and even try to capture these extra-dimensional aggressors. Many special attacks don't affect Ghost-type Pokémons at all, so you should approach them without extreme caution. You'll have better luck capturing a Gastly or a Haunter if you use Great Balls instead of regular Poké Balls.

ITEMS

- ① ESCAPE ROPE
- ② AWAKENING
- ③ ELIXIR
- ④ HP UP
- ⑤ NUGGET
- ⑥ X ACCURACY
- ⑦ RARE CANDY

| | | |
|---------|------|------|
| GASTLY | MANY | MANY |
| HAUNTER | FEW | FEW |
| CUBONE | FEW | FEW |



#92 GASTLY

TYPE: GHOST / POISON

Most types of Pokémon have a natural advantage over at least one or two other types, but no Pokémon has a natural advantage over Ghost-types like Gasty and Haunter.



Haunter's Dream Eater attack does double-duty, putting an opponent to sleep while simultaneously draining its energy.

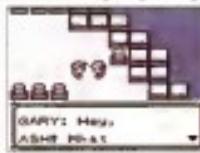


#93 HAUNTER

TYPE: GHOST / POISON

Ghastly Gary

Gary is poking his nose into your business yet again, but now he has some powerful Pokémon to back him up. He has five Pokémon for this battle, including a level-25 Pidgeotto, a level-23 Gyarados, a level-22 Growlithe, a level-20 Kadabra and the Pokémons he chose at the beginning of the game. Even if you win the duel, it will be only a matter of time before Gary challenges you again, so always be on the lookout!



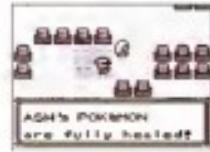
GARY: Hey!
ASH: H-H-H-

Channel Surfing

Pokémon Tower is staffed by a group of people who call themselves Channelers. These unusually mysterious folk are possessed by some strange force, and the only way to shock them out of the spell is to defeat them in a duel. Most of the Channelers have a Gasty or two at their command, so be ready for their Confuse Ray attacks. There's no cure for Confuse, but switching back and forth between Pokémon seems to help shake it off.

Life & Light

The leader of the Channelers has broken free of the dark power that held her and created a healing zone on the fifth floor of the tower. Enter this area to restore your Pokémon to full vim and vigor. You may use this zone as many times as you like.



ASH'S POKÉ BALLS
are fully healed



#104 CUBONE

TYPE: GROUND

Cubone uses the bones of other Pokémon to fashion crude weapons and armor. It uses both clubs and boomerangs with devastating efficiency.



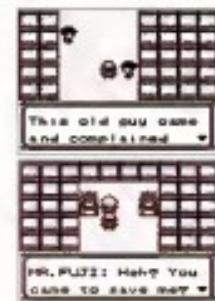
THE CHANNELER
WANTS TO FIGHT!



Brrrr! I was
possessed!

Fuji and the Flute

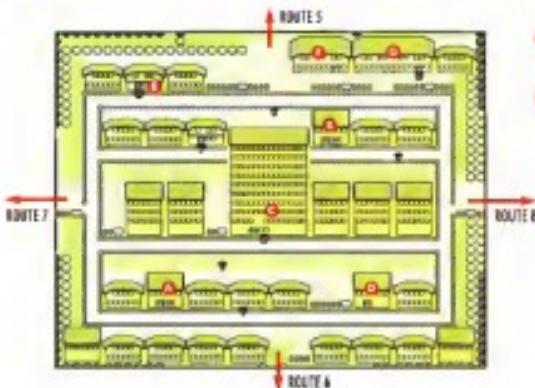
Now that you have the Slip Scope, you can identify the ghost that's causing all of trouble. It's waiting next to the stairs leading to the seventh floor of the tower. Once it's led to rest, proceed to the next floor, where three Team Rocket members are lying in wait. Team Rocket heard about the disturbances in Pokémon Tower, and their agents have come to try to take advantage of the chaos. After you send them packing, you can finally meet up with old man Fuji. He'll be so grateful for your help, he'll reward you with the Pokémon Flute. One touch from this flute will wake up any sleeping Pokémon.



MR. FUJI: HAH-YOU
CAN'T SAVE ME!

SAFFRON CITY

Saffron City is home to the Silph Co., the makers of the fabulous Silph Scope. How did Giovanni get his paws on the Silph Scope prototype? Is the company in cahoots with Team Rocket? We think it's time for a little industrial espionage!



A Pokémon Center

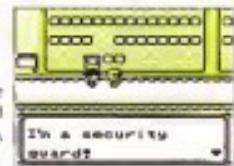
B Pokémon Mart

POKÉMON MART

| | |
|--------------|-------|
| GREAT BALL | 400 |
| HYPER POTION | 1,500 |
| MAX REPEL | 700 |
| ESCAPE ROPE | 550 |
| FULL HEAL | 600 |
| REVIVE | 1,500 |

C Mission: Improbable

If Silph Co. is providing Team Rocket with advanced technology, that could spell trouble for the entire world. Luckily for you, the security guard at the company headquarters isn't very concerned about trespassers. In fact, he seems to want you to go inside. He could be leading you into a trap, or he may actually be hoping you'll help whoever is inside. There's only one way to find out!



D Mr. Psychic

The so-called Mr. Psychic claims that he can read the mind of anyone who walks through his door. He says that if you visit him, he'll pick out whatever Technical Machine you're thinking about and give it to you as a present. Go ahead, try it. You weren't thinking about a TM 29? Oh, well, maybe that's why he was booted out of the Friendly Psychic Network. You received a free TM, so he can't be all bad!



E Little Copycat

The little girl who lives here loves to mimic other people. She repeats everything you say, and you won't be able to have a normal conversation with her at all unless you bring her a Poké Doll. If you don't have one, head back to the Celadon Department Store to buy one. Give it to Copycat to receive a TM 31 in return. Maybe now she'll feel less shy and be able to relate to people normally!



F Martial Law

Saffron City has not one, but two gyms. One is the usual Pokémon Gym you find in most cities, while the other is a special gym that caters only to Fighting-type Pokémon and their trainers. The leader of this gym is a trainer known as the Karate Master. Defeat him and the other trainers to receive a Pokémon as a token of their esteem. You'll have a choice between a Hitmonlee and a Hitmonchan. As the ancient proverb says, "Choose wisely, grasshopper!"



I am the Karate Master! I am the *



#106 HITMONLEE

TYPE: FIGHTING

Hitmonlee will first use its Meditate ability to boost its attack power. It then will follow up with one of any number of locking attacks. Hitmonlee relies solely on its feet in combat.



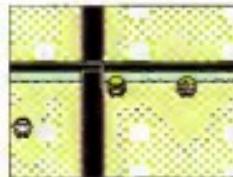
#107 HITMONCHAN

TYPE: FIGHTING

Hitmonchan, on the other hand, uses only its fists for fighting. Hitmonchan can move so quickly, its hands appear to be mere blurs in the air.

G Warp Maze

The Saffron City Gym is made up of a series of small rooms connected not by doors and hallways, but by warp tiles. Step on the tile in the gym's entrance to warp to the first room. You'll see four warp tiles arranged in a square. Step on the tile that's above or below you to warp to the next room. In each new room, step on the tile that's above or below you, and not the one to the left or the right. You'll eventually reach the gym's lead trainer, Sabrina.



Look 'Em In the Eye

Each room in the Saffron City Gym contains a Psychic-type trainer. As you know, you can avoid combat by staying out of a trainer's line of sight, but we don't recommend it in this situation. The enemies you'll be facing soon are very powerful, and you'll need all the combat experience you can get. Be warned that these trainers won't fight you once you defeat Sabrina, so you'd better get your kicks in while you can and save Sabrina for last!



Gym Leader: Sabrina

With their powerful mental abilities, Sabrina's Psychic-type Pokémon will likely Confuse your Pokémon into hurting themselves badly. To keep this from happening, switch a Pokémon for another one as soon as it becomes Confused. Defeat Sabrina to earn her TM 46 and her Marsh Badge. The badge will ensure that any of your Pokémons up to level 70 will obey you during combat.



OPPONENTS

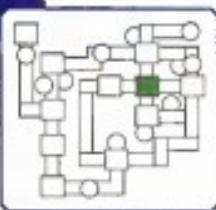
| | | |
|--|----------|----------|
| | KABUBA | LEVEL 38 |
| | MR. MINE | LEVEL 37 |
| | VENOMOTH | LEVEL 38 |
| | ALAKAZAM | LEVEL 43 |

PRIZES

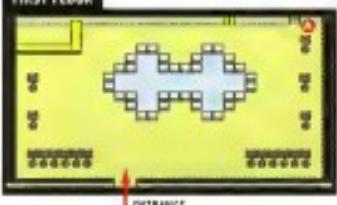
| | |
|----|-------------|
| | MARSH BADGE |
| 46 | TM 46 |

SILPH CO.

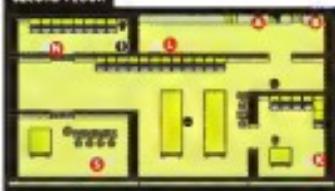
It turns out that Silph Co. is being forced to produce advanced technology for Team Rocket. You must get to the top floor and free the company president from Giovanni's evil clutches. If you rout Giovanni, the rest of the Team Rocket agents will follow, and you won't have to defeat them individually. Take advantage of the items scattered around the company, and, if you need to heal your Pokémon, look for a woman at the bottom-left corner of the ninth floor.



FIRST FLOOR



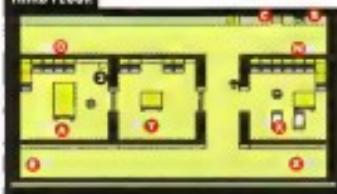
SECOND FLOOR



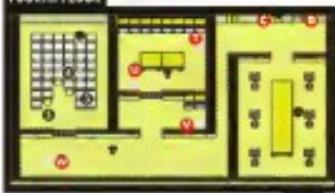
ITEMS

- 1 TM 36
- 2 HYPER POTION
- 3 ESCAPE ROPE
- 4 MAX REVIVE
- 5 FULL HEAL
- 6 TM 09
- 7 CARD KEY
- 8 PROTEIN
- 9 HP UP
- 10 X ACCURACY
- 11 CALCIUM
- 12 TM 03
- 13 TM 26
- 14 RARE CANDY
- 15 CARBOS

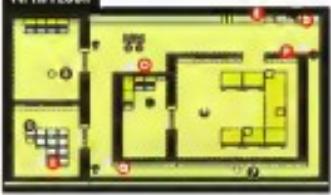
THIRD FLOOR



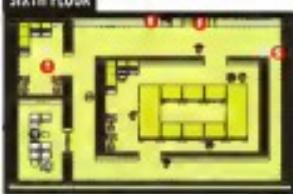
FOURTH FLOOR



FIFTH FLOOR

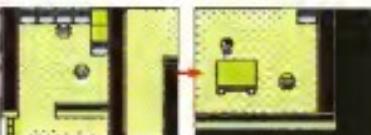


SIXTH FLOOR

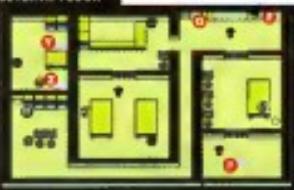


Warp, Skip and Jump

If you need combat experience, don't hesitate to seek out every Team Rocket agent and challenge him or her to duel. If you want a quick end to this situation, however, run straight up the stairs to the fifth floor and grab the Card Key, which will open every electronic door in the building. Now go to the third floor and use warp tile Y to reach the seventh floor; then step on warp tile Z to reach the halfway outside the president's office.



SEVENTH FLOOR



EIGHTH FLOOR



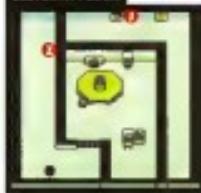
NINTH FLOOR



TENTH FLOOR



ELEVENTH FLOOR



#131 LAPRAS

TYPE: WATER/ICE

The Lapras is sometimes used as a waterborne "horse" to transport passengers across short distances. Its gentle demeanor makes it well-suited to this task.

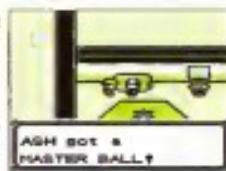
Corporate Raider

Gary has been spying on you for some time now, watching your movements and waiting for the opportunity to pounce on you when you least expect it. Your meeting in Pokémon Tower was no coincidence, and neither is the confrontation. His Pokémons are more powerful than ever, and he'll likely field a Pidgeot, a Growlithe and an Alakazam, among others. You can expect them all to be in the range of level 25 to level 40. Even if you defeat Gary, he'll just shrug you off and brag about challenging the Elite Four, a group of high-ranking Pokémon League members. One thing is sure, if you "smell him later," it will be too soon! After Gary storms away, speak to the Siph Co. employee nearby; he'll be so grateful, he'll give you a Lapras as a reward for your heroism.



Presidential Prize

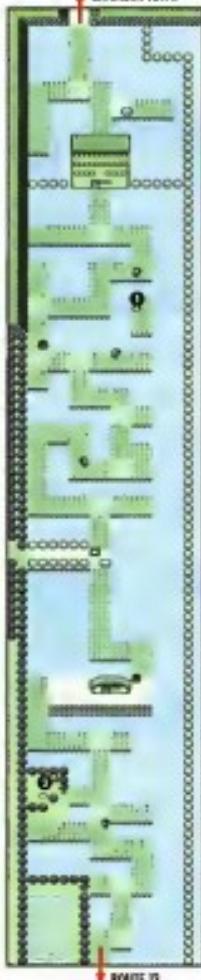
After you hustled up his racket in Celadon City, Giovanni moved his base to Saffron City. It's too bad for him; you arrived in time to short-circuit his new scheme. Defeat Giovanni's Nidoran, Rhyhorn, Kangaskhan and Nidoking to free the Siph Co. president and receive the footproof Master Ball as a reward!



ROUTE 12

You've liberated Saffron City from the Team Rocket's latest mad scheme, and you could probably use a bit of a holiday. We hear the fishing is good south of Lavender Town, so grab your Old Rod and get set to drown a few worms. While you're at it, why don't you pack the Poké Flute, too. You won't be able to avoid Pokémon duels completely on this trip, but things will be far less hectic.

LAVENDER TOWN



Sweet Music

The Poké Flute has the power to wake a sleeping Pokémon, in or out of battle. Pipe a sweet tune to rouse this Snorlax from its rather inconvenient resting place. It won't be very happy about the wake-up call, but if it attacks, you can try to capture. With the way clear, continue south to Route 13.

#17 PIDGEOT TO

TYPE: NORMAL/FLYING

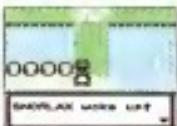
You can obtain a Pidgeot either by capturing one in the wild or by building up a Pidgey to level 10.



#18 PIDGEOT

TYPE: NORMAL/FLYING

Flying-type Pokémon like Pidgeot are the natural enemies of Bug-types like Venonat.



ITEMS

- ① TH 16
- ② IRON

| | | |
|------------|------|------|
| ODDISH | FEW | HONE |
| PIGEY | MANY | MANY |
| VENONAT | FEW | HONE |
| GLOOM | FEW | HONE |
| BELSPROUT | NONE | FEW |
| WEEPINBELL | NONE | FEW |



#44 GLOOM

TYPE: GRASS/POISON

Like most Grass-type Pokémon, Gloom can hardly move, but it doesn't need to move its limbs to launch an attack.



#70 WEEPINBELL

TYPE: GRASS/POISON

Weepinbell can use its Growth ability to increase the power of its special attacks, like Poison Powder.



#45 VILEPLUME

TYPE: GRASS/POISON

Gloom and Vileplume don't need to move to attack, so Paralyzing them doesn't affect their ability to fight.



#71 VICTREEBEL

TYPE: GRASS/POISON

Not only can Victreebel's Vine Hold attack hold an opponent immobile, it can score several hits in a row.



#48 VENONAT

TYPE: BUG/POISON

Venonat makes its home in tree branches and is attracted to bright lights, especially at night.

#143 SNORLAX

TYPE: NORMAL

Snorlax enjoys sleeping more than anything, and will often lie down at the first open spot.



ROUTE 13

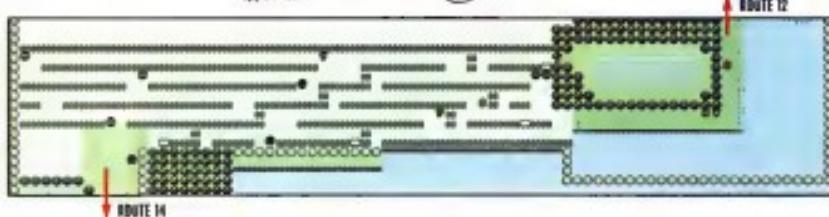
| | | |
|------------|------|------|
| ODDISH | FEW | NONE |
| FIDGETY | FEW | FEW |
| VENONAT | FEW | FEW |
| DITTO | FEW | FEW |
| GLOOM | FEW | NONE |
| BELLSPROUT | NONE | FEW |
| WEEPINBELL | NONE | FEW |

Route 13 is more like a maze than a highway, but it is a pleasant place to walk and enjoy the great outdoors. If not for all the Pokémon trainers walking around to duel, it might almost be relaxing. Oh well, a trainer's work is never done!

#132 DITTO

TYPE: NORMAL

Ditto has the amazing ability to copy the form and powers of its opponent.



ROUTES 14 & 15

| | | |
|------------|------|------|
| ODDISH | FEW | NONE |
| FIDGETY | FEW | FEW |
| DITTO | FEW | FEW |
| VENONAT | FEW | FEW |
| GLOOM | FEW | NONE |
| PIGEONOTTO | FEW | FEW |
| BELLSPROUT | NONE | FEW |
| WEEPINBELL | NONE | FEW |

Routes 14 and 15 offer even more opportunities to duel against rival trainers and collect wild Pokémon. After you've had your fill of that, venture west into Fuchsia City to visit the Saffron Zone, where you'll find some of the rarest Pokémon of all.

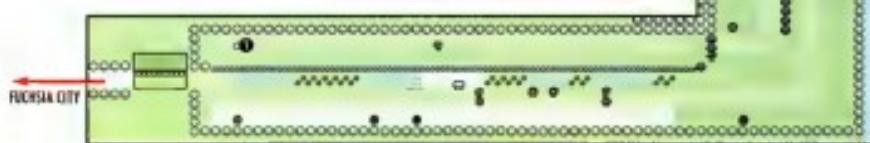


ITEMS

- TM 20

Share the Experience

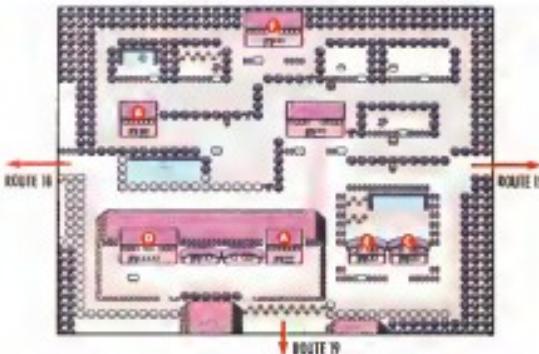
Speak to Professor Oak's assistant at the lookout station between Route 15 and Fuchsia City. If you've collected 50 different Pokémon, he'll give you the Exp. All, which allows you to share experience points with Pokémon that don't fight in a battle.





FUCHSIA CITY

Team Rocket is still reeling from its crushing defeat in Saffron City, which gives you a chance to resume your original quest: to become the greatest Pokémon trainer ever. You can start by visiting the Safari Zone here in Fuchsia City.



A Pokémon Center

B Pokémon Mart

POKÉMON MART

| | |
|--------------|-------|
| ULTRA BALL | 1,200 |
| GREAT BALL | 600 |
| SUPER POTION | 700 |
| REVIVE | 1,500 |
| FULL HEAL | 600 |
| SUPER REPEL | 500 |

C Fish Farm

The Fishing Guru's older brother runs a fish farm here in the city. Speak to him to receive the Good Rod. You can drop a line into his fish pond and see what turns up.

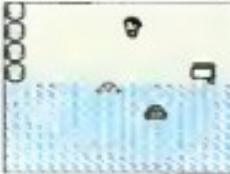
E Toothless

The warden of the Safari Zone has lost his teeth, and no one can understand a word he's saying. His choppers are probably in the Safari Zone somewhere. Find them and return them to the warden to receive an HM04, which you can use to teach a Pokémon the Strength ability to move large objects.



Secret Sweepstakes

Find the Secret House in Area 3 of the Safari Zone to win an HM03. This Hidden Machine can be used to teach a water-dwelling Pokémon how to Surf. A Surfing Pokémon can carry you safely across any body of water. With this ability, you can finally visit the Power Plant and speak to the old man across the pond in Celadon City. We recommend visiting the Power Plant before heading south to the open ocean.



D Ninja Nightmare

The Fuchsia City Gym is the headquarters of Pokémon trainers who also follow ninja disciplines. Their training regimen focuses on Poison-type and Sleep-type techniques.

F On a Safari

The Safari Zone is an amusement park for Pokémon trainers. Certified trainers like you are given special Safari Balls and Pokémon bait and are allowed to capture as many rare Pokémon as you can within a time limit.





Gym Leader: KOGA

Koga is protected by a maze of "invisible" walls and a troop of ninja-style trainers. The ninja master himself will send out two Koffing, a Muk and a Weezing. Ground-type or Psychic-type Pokémon can put a lid on the poisonous pollution they spew. Defeat the toxic lot of them to receive the Soul Badge and a TM 06. The Soul Badge slightly boosts the Defense rating of all your Pokémon.



PRIZES

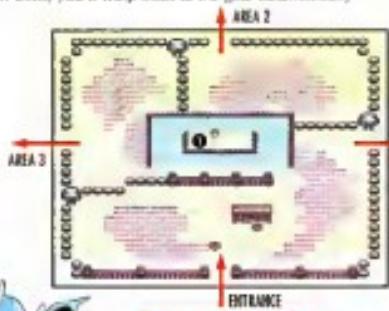
- SOUL BADGE
- TM 06

OPPONENTS

| | | |
|--|---------|----------|
| | KOFFING | LEVEL 37 |
| | MUK | LEVEL 39 |
| | KOFFING | LEVEL 37 |
| | WEEZING | LEVEL 43 |

SAFARI ZONE

Speak to the gate attendants to receive 30 Safari Balls. To catch any wild Pokémon you find, just toss Safari Balls at them. Throwing bait and incites sometimes helps. When you're out of time or Safari Balls, you'll warp back to the gate automatically.



#29 NIDORAN?

TYPE: POISON

The female Nidoran's berries are smaller than the males, but no less poisonous.



#31 NIDOQUEEN

TYPE: POISON/GROUND

Nidoqueen's ponderous body is surprisingly agile, and its fat Whip attack can seem to come from nowhere.

#115 KANGASKHAN

TYPE: NORMAL

Using its stomach pouch, Kangaskhan carries its young everywhere, even into battle. This makes combat more dangerous, not less.



ITEMS

1 NUGGET

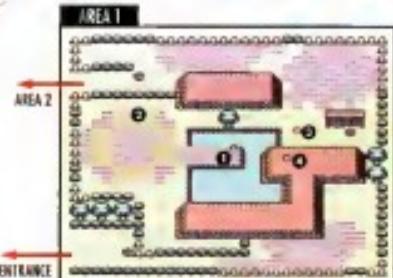
| | | |
|----------|------|------|
| NIDORAN? | FEW | NONE |
| NIDORINO | FEW | FEW |
| NIDORAN? | NONE | FEW |
| NIDORINA | FEW | FEW |
| NYANDEX | FEW | FEW |
| VENONAT | FEW | FEW |
| EXECUTE | FEW | FEW |
| PARASECT | FEW | FEW |
| SCYTHER | FEW | NONE |
| PINSIR | NONE | FEW |
| CHANSEY | FEW | FEW |

#111 RHYHORN

TYPE: GROUND/ROCK

Rhyhorn's bones are one thousand times denser than a human's, giving it incredible physical power and endurance.





| | | |
|----------|------|------|
| NIDORAN♂ | FEW | FEW |
| NIDORAN♀ | FEW | NONE |
| NIDORAN♂ | FEW | FEW |
| NIDORINA | NONE | FEW |
| DODUO | FEW | FEW |
| PARAS | FEW | FEW |
| PARASect | FEW | FEW |
| SCYTHER | FEW | NONE |
| PINSIR | NONE | FEW |

#17 PARASECT

TYPE: BUG/GRASS

Parasect is actually an odd pairing of creatures: a mushroom-like parasite and a bug-like host. Parasect prefers its environment: damp and dark.



#32 NIDORAN

TYPE: POISON

The male Nidoran's large ears stiffen when it senses danger. You can tell the power of its poisonous venom by the size of its ears.



#33 NIDORINO

TYPE: POISON

Nidorino attacks at the slightest provocation. It will often use Focus Energy first to boost its power. Use that please to attack before it does.



#34 NIDOKING

TYPE: POISON/GROUND

This creature is truly king of all it surveys. It uses its powerful tail to capture and crush its hapless prey.



#84 DODUO

TYPE: NORMAL/FLYING

Though this Pokémon has some Flying-type characteristics, it cannot actually fly. It can, however, run at high speed.



#49 VENOMOTH

TYPE: BUG/POISON

Venomoth is short on physical ability, but long on various disabling attacks. You'd better have lots of Antidote and other cures.



#127 PINSIR

TYPE: BUG

Pinsir, on the other hand, relies solely on its great strength and powerful punches to overwhelm its foes.

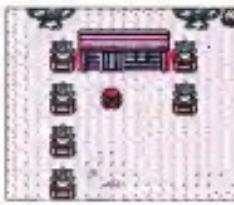
#115 CHANSEY

TYPE: NORMAL

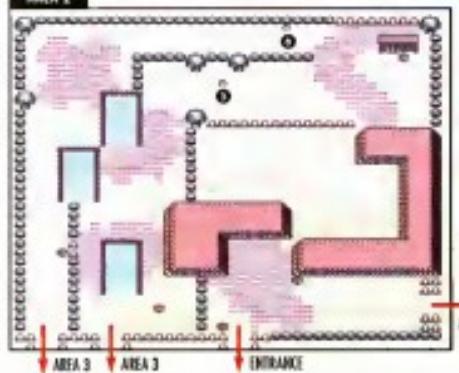
This rare and elusive Pokémon is sought not for its battle skills but for its legendary ability to bring happiness to its trainer.

Secret House Sweepstakes

The Safari Zone is celebrating its success with a special contest: If you find the Secret House in Area 3, the attendant inside will award you an HM03. Area 3 is divided in half, and to reach the house, you must make your way through Areas 2 and take the exit in the bottom-left corner. You can use the pond just below the Secret House to test your newly acquired Surf ability. You can also find the warden's Gold Teardrop in Area 3, just to the right of the Secret House.



AREA 2



#102 EXEGGCUTE

TYPE: GRASS/PSYCHIC

These egg-like creatures travel in swarms, quickly surrounding and engulfing any intruders in their territory. You can use the Leaf Stone to transform Exeggcute into the two-legged Exeggcutor.



#103 EXEGGUTOR

TYPE: GRASS/PSYCHIC

Exeggutor's legs do little good. This is one instance in which evolution may not be such a good idea!

ITEMS

- 1 TM 37
- 2 MAX POTION
- 3 FULL RESTORE
- 4 CARBOS
- 5 TM 40
- 6 PROTEIN
- 7 MAX REVIVE
- 8 MAX POTION
- 9 GOLD TEETH
- 10 TM 32

| | FEW | HOLE |
|-----------|------|------|
| NIDORAN♂ | FEW | HOLE |
| NIDORINO | FEW | FEM |
| NIDORAN♀ | HOLE | FEM |
| NIDORINA | FEW | FEW |
| RHYNOMON | FEW | FEW |
| PARAS | FEW | FEW |
| EXEGGCUTE | FEW | FEW |
| VENOMOTH | FEW | FEW |
| TAUROS | FEW | FEW |
| CHARSEY | FEW | FEW |

#123 SCYTHER

TYPE: BUG/FLYING

This frightening Pokémon seems to have just as much in common with dinosaurs as with bugs. The razor edges on its wings make its slash attack that much more damaging.



#108 LICKITUNG

TYPE: NORMAL

Though comical in appearance, Lickitung can be quite formidable. Beware of its Wrap and Supersonic attacks!

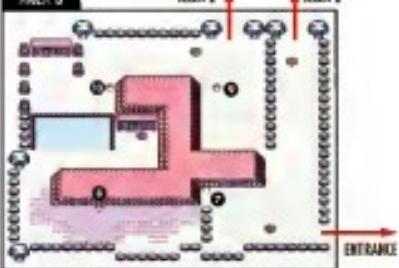


Pokemon

AREA 3

AREA 2

AREA 1



| | FEW | FEM |
|------------|------|------|
| NIDORAN♂ | FEW | HOLE |
| NIDORINO | FEW | HOLE |
| NIDORAN♀ | FEW | FEM |
| NIDORINA | HOLE | FEM |
| ODDUGA | FEW | FEW |
| VENOMON | FEW | FEW |
| VENOMOTH | FEW | FEW |
| EXEGGCUTE | FEW | FEW |
| TAUROS | FEW | FEW |
| KANGASKHAN | FEW | FEW |

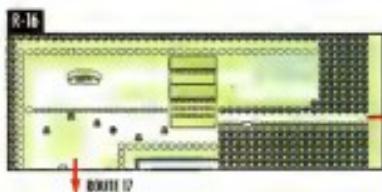
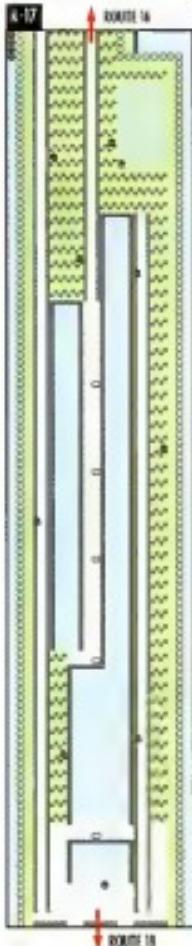
#128 TAUROS

TYPE: NORMAL

To say that Tauros is bullish in battle is no understatement. With its fiery temper and willful personality, Tauros can be a handful for even the most skilled trainers.

ROUTES 16, 17, & 18

Also known as "Cycling Road," Routes 16, 17 and 18 are a favorite hangout for bicyclists and motorcyclists alike. It just so happens that many of these two-wheeling enthusiasts are Pokémon trainers as well, and you must fight your way up the long slope to Celadon City. From there, make your way back to the Power Plant.



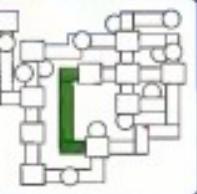
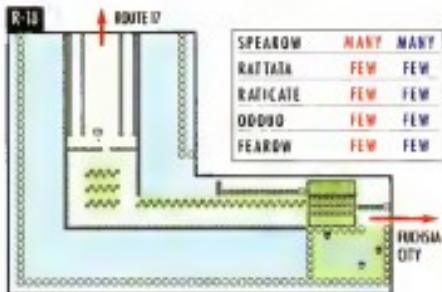
| | | |
|----------|------|------|
| SPEAROW | MANY | MANY |
| RATTATA | FEW | FEW |
| ODDISH | FEW | FEW |
| RATICATE | FEW | FEW |



#20 RATICATE

TYPE: NORMAL

Raticate uses its long whiskers to help navigate and maintain balance. Losing them would slow it down considerably.



| | | |
|---------|------|------|
| SPEAROW | MANY | MANY |
| RATTATA | FEW | FEW |
| ODDISH | FEW | FEW |
| FEAROW | FEW | FEW |



#22 FEAROW

TYPE: NORMAL/FLYING

With its majestic wing span, Fearow can glide for long periods of time. At higher experience levels, it can use its Minor Move ability to duplicate an enemy's attack.

Take Flight

At the top of Cycling Road, cut through the bushes on the right to enter a hidden field. Walk through the gate to the left and enter the house to meet a elusive Pokémon trainer. In exchange for a promise to keep her hiding place a secret, she will give you the HM 02, which can be used to teach the Flying ability. You can use this ability to travel in mere seconds to any city you've visited before.



POWER PLANT

From Celadon City, make your way back through Cerulean City to Route 9. Go to the edge of the river in the northeast corner and use the Surf ability to dive into the water. Paddle south until you reach the riverbank just outside the Power Plant. Climb out of the water and enter the plant to search for a Zapdos, one of the rarest Pokémon of all. Be warned that some of the items shown across the floor of the plant are actually disguised Pokémon.



ITEMS

- ① CABBOS
- ② TM 33
- ③ TM 25
- ④ RARE CANDY
- ⑤ HP UP



#145 ZAPDOS

TYPE: ELECTRIC/FLYING

Zapdos has a unique and powerful combination of Electric-type and Flying-type characteristics. Approach it at your own risk!



#81 MAGNETIME

#82 MAGNEON

TYPE: ELECTRIC

This machine-like Pokémon is made up of three Magnetimes bonded together. They are known to become more aggressive during sunspot activity.



| | | |
|------------|------|------|
| VOLTORB | FEW | FEW |
| MAGNETITE | FEW | FEW |
| MAGNETON | FEW | FEW |
| PICHU | FEW | FEW |
| RATICLU | NONE | FEW |
| ELECTABUZZ | FEW | NONE |

#125 ELECTABUZZ

TYPE: ELECTRIC

Like most Pokémon of its type, Electabuzz is drawn to strong sources of electricity, and the Power Plant is the only place you can find one.



#26 RAICHU

TYPE: ELECTRIC

Raichu is more powerful than Pikachu. It has such great electrical potential, it must use its tail as a ground to avoid shocking itself!



Zap and Grab

There's a Zapdos waiting near the Power Plant exit. If you wish, you can defeat it to earn experience points, but since this is the only time you'll ever see a Zapdos, we recommend trying to capture it. The Pokémon is extremely difficult to snare, even if its energy is nearly gone, and nothing less than an Ultra Ball will do the job. Putting Zapdos to Sleep will increase your chances of trapping it.



ROUTES 19 & 20

What was once fantasy is now amazing reality. Scientists on Cinnabar Island confirm that they can, indeed, clone Pokémon from fossils! To reach Cinnabar Island, first head south from Fuchsia City to the beach. Paddle south and west along Routes 19 and 20 until you reach the sun-swept shores of Seafom Island. The north sea lane is blocked, so make your way through the cave to the south side of the island. Take the plunge again and swim west until Cinnabar Island heaves into view.

#72 TENTACOOL

TYPE: WATER / POISON



Tentacool likes to hunt in waves, shooting water from its tentacles and swimmers often fall victim to its acidic sting.

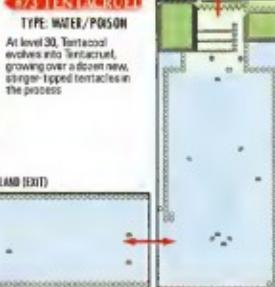
#73 TENTACRUEL

TYPE: WATER / POISON

At level 30, Tentacool evolves into Tentacruel, growing over a dozen new, stinger-tipped tentacles in the process.



#151 POKÉMON CITY



POKÉMON CITY

SEAFOM ISLAND (ENTRANCE)

SEAFOM ISLAND (EXIT)

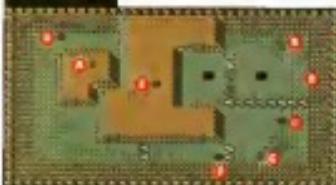
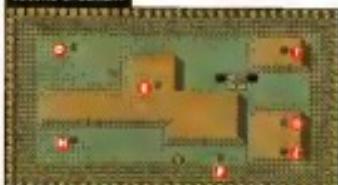
CINNABAR ISLAND

ROUTE 19

ROUTE 20

ROUTE 19

ROUTE 20

FIRST BASEMENT**SECOND B. SEGMENT**

| | | |
|-----------|------|------|
| STARYU | FEW | FEW |
| SHELLODOR | FEW | FEW |
| BORSEA | FEW | NONE |
| KRABBY | NONE | FEW |
| KINGLER | NONE | FEW |
| SLOWPOKE | NONE | FEW |
| PSYDUCK | NONE | FEW |
| SEEL | FEW | FEW |
| DEWGONG | FEW | FEW |
| SEORA | FEW | NONE |

#99 KINGLER**TYPE: WATER**

Though Kingler can sometimes be found in inland waterways, it much prefers the open ocean; its powerful claws can crush solid steel.

**#98 KRABBY****TYPE: WATER**

Krabby can be found sidling along in nearly every stream, river and pond, using its claws for balance and protection.

**#79 SLOWPOKE****TYPE: WATER/PSYCHIC**

Everything about Slowpoke is, well, slow. On average, it takes about five seconds for any sort of sensory input, including pain, to reach its brain.

**#12 GOLBAT****TYPE: POISON/FLYING**

When it feeds on a victim's energy, Golbat tends to gorge itself. It often swells with power until it's too fat to fly.



| | | |
|-----------|------|------|
| SEEL | FEW | FEW |
| SLOWPOKE | FEW | NONE |
| SLOWBRO | FEW | NONE |
| PSYDUCK | NONE | FEW |
| GOLDUCK | NONE | FEW |
| BORSEA | FEW | NONE |
| STARYU | FEW | FEW |
| SHELLODOR | FEW | FEW |
| GOLBAT | FEW | FEW |
| KRABBY | NONE | FEW |

#120 STARYU**TYPE: WATER/PSYCHIC**

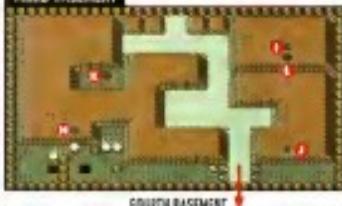
Staryu has no limits to speak of, but its Psychic powers enable it to move. It uses Mimicry to increase its chances of evading an attack.

**#121 STARMIE****TYPE: WATER/PSYCHIC**

Use the Water Stone to transform Staryu into Starmie. Starmie exchanges mobility for size, relying more on its faceted skin for protection.

**#80 SLOWBRO****TYPE: WATER/PSYCHIC**

Slowbro is not likely to win any IQ contests, and it seems to survive by luck and instinct alone. It's so dopen, even the largest self-fitting parasites of Tenglo unnoticed.

THIRD BASEMENT


FOURTH BASEMENT

FOURTH BASEMENT


THIRD BASEMENT

| | | |
|-----------------|-------------|-------------|
| SLOWPOKE | FEW | NONE |
| PSYDUCK | NONE | FEW |
| SEEL | FEW | FEW |
| DEWGONG | FEW | FEW |
| NORSEA | FEW | NONE |
| KRABBY | NONE | FEW |
| EINGLER | NONE | FEW |
| SHELLOER | FEW | NONE |
| STARYU | NONE | FEW |
| SEADRA | FEW | NONE |

#87 DEWGONG
TYPE: WATER/ICE

Use Dewgong's Rest ability with caution! If Dewgong does recover 100% of its HP with this ability, it will then skip two turns.


#86 SEEL
TYPE: WATER

The arctic-dwelling Seal's Aurora Beam does double-duty, dealing damage and sometimes decreasing an enemy's attack power!


#144 ARTICUNO
TYPE: ICE/FLYING

Tita Zapdos in the Power Plant was the first of three mystical, Flying-type Pokémons you'll find, with Articuno being the second. It, too, is waiting in plain sight.


#90 SHELDOR
TYPE: WATER

The devil-may-care Sheldor is not above taunting its foes during battle, sticking out its tongue and spitting in its opponent's eyes between attacks.

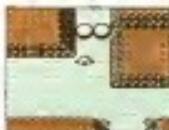

#91 CLOYSTER
TYPE: WATER/ICE

Cloyster treats combat more seriously than Sheldor, using its Spike Cannon attack to hit its target up to five times in a row!



Blockade Runner

To reach Articuno, first climb down to the third level and roll a boulder into each of the two pits in the lower-left corner. This will block the river on the level below and keep you from being swept away. Take the ladder marked "K" on the map to the next level down. Use the Surf ability to enter the river on the left. Paddle northward; you come to a stone platform. If you want to capture Articuno, we recommend using Ultra Balls and Sleep-inducing attacks.



CINNABAR ISLAND

One of the Pokémon research centers on Cinnabar Island has been destroyed. A genetically engineered Pokémon broke free of its cage and escaped, demolishing the lab in the process. Luckily for you, the cloning facility is safe and sound.



ROUTE 21

ROUTE 20

#140 KABUTO

TYPE: ROCK/WATER

Seen from above, this curvy, beetle-like Pokémon is often mistaken for a smooth river rock.



#141 KABUTOOPS

TYPE: ROCK/WATER

At level 55 Kabutoops gains the powerfully Hydro Pump attack.



#138 OMANYTE

TYPE: ROCK/WATER



TYPE: ROCK/WATER

This Pokémon must be cloned from the Heliocore Fossil by the Pokémon Lab.

#139 OMASTAR

TYPE: ROCK/WATER

Scientists as yet have little data about this resurrected Pokémon



A Pokémon Center

B Pokémon Mart

C Pokémon Mansion

The genetically engineered Pokémon known as Meowtwo was created in this facility.

D Pokémon Gym

The gym is locked up tight. The key to the front door is in a nearby building.

E Pokémon Lab

Give your fossil and the Old Amber to the scientists here. Leave the building and return to receive living examples of prehistoric Pokémons.

#142 MAGMAR

TYPE: FIRE



#143 MUKE

TYPE: POISON



#144 AERODACTYL

TYPE: ROCK/FLYING

The Pokémon Lab can use the Old Amber from the Pewter City Museum to clone a new Aerodactyl.



POKÉMON MART

| | |
|--------------|-------|
| ULTRA BALL | 1,200 |
| GREAT BALL | 600 |
| HYPER POTION | 1,500 |
| MAX REPEL | 700 |
| ESCAPE ROPE | 550 |
| FULL HEAL | 600 |
| REVIVE | 1,500 |

Blaine is not just blowing smoke when he says his Pokémons are hot stuff. If you manage to put a damper on them, however, you'll receive Blaine's Volcano Badge and TM 38 - The Volcano Badge boosts the power of all of your creatures' special attacks.

Gym Leader:
BLAINE

OPPONENTS



GROWLITHE LEVEL 42



PORYTIA LEVEL 40

RAPIDASH LEVEL 42



ARCANINE LEVEL 47

PRIZES



VOLCANO BADGE



TM 38



THE BLAINE
WANTS TO FIGHT!

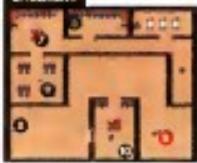
POKÉMON MANSION

FIRST FLOOR

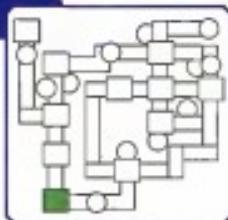
SECOND FLOOR


The Secret Key that opens the Cerulean City Gym is lost in the rubble. Check the ruins for salvageable items and clues to the experimental Pokémon that escaped.

THIRD FLOOR

BASEMENT


| | | |
|-----------|------|------|
| KOFFING | MANY | FEW |
| WEEZING | FEW | FEW |
| GROWLITHE | FEW | NONE |
| GRIME | FEW | MANY |
| VULPIX | NONE | FEW |
| MAGMAR | NONE | FEW |
| PONYTA | MANY | MANY |


ITEMS

- 1 ESCAPE ROPE
- 2 CARBOS
- 3 CALCIUM
- 4 IRON
- 5 MAX POTION
- 6 RARE CANDY
- 7 TM 22
- 8 FULL RESTORE
- 9 SECRET KEY
- 10 TM 14

Leap of Faith

The Secret Key to the local gym is in the basement, but you must go upstairs first. As you explore, flip the switches on the statues to open the electric doors. Make your way up to the third floor and leap off the ledge in the bottom-right corner. You'll land in the basement. Defeat a nearby trainer to spin another door. Follow the hall to find the key.

#109 KOFFING
TYPE: POISON

Koffing stores poison gases within its body, and it is known to explode without warning.


#110 WEEZING
TYPE: POISON

With much of its body made up of liquid rather than gas, Weezing is much denser and heavier than Koffing.


#77 PONYTA
TYPE: FIRE

This fiery Pokémon's hooves are harder than diamond.


#78 RAPIDASH
TYPE: FIRE

Rapidash's great speed allows it to strike a fire several times in a row.

ROUTE 21

After you defeat Blaine, Surf north to Pallet Town, then hoof it back to Viridian City. The Viridian City Gym reopened recently, and the head trainer has issued an open challenge.

#114 TANGELA
TYPE: GRASS

Looking for all the world like a walking plate of spaghetti or a two-legged, talkless sheepdog, Tangela is one of the shiest Pokémons.



| | | |
|-----------|------|------|
| RATTATA | FEW | FEW |
| RATICATE | FEW | FEW |
| PIGEY | FEW | FEW |
| PIDGEOTTO | FEW | FEW |
| TANGELA | FEW | FEW |
| TENTACOOL | MANY | MANY |





Gym Leader: **GIOVANNI**

After his defeat in Saffron City, Giovanni returned to his old job as leader of the Viridian City Gym. Now that he's given up crime, Giovanni will gladly give you his Earth Badge—if you best him in battle, that is! The Earth Badge will ensure that any of your Pokémon will obey you.



OPPONENTS

| | | | | | |
|--|---------|----------|--|---------|----------|
| | RHYNORN | LEVEL 45 | | HOOHOOT | LEVEL 45 |
| | DUGTRIO | LEVEL 42 | | EMBOAR | LEVEL 50 |
| | MACHAMP | LEVEL 43 | | | |

PRIZES

| | |
|--|-------------|
| | EARTH BADGE |
| | TM 27 |

ROUTES 22 & 23

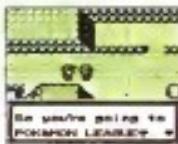


Your final challenge is to prove your skill as a trainer by defeating the Pokémon League's Elite Four. You won't be seeing a Pokémon Center or a Pokémon Mart for a while, so stock up on Items before you leave Viridian City. Head west out of the city and follow Routes 22 and 23 to the Pokémon League headquarters.

| | | |
|-----------|------|------|
| EXANS | FEW | NONE |
| BITTO | FEW | FEW |
| SPEAROW | FEW | FEW |
| FEAROW | FEW | FEW |
| ABROK | FEW | NONE |
| SANDSLASH | NONE | FEW |
| SANDSLASH | NONE | FEW |

Roadside Rumble

You're heading off to challenge the Pokémon League's best, so, of course, Gary can't resist getting in your face one more time. You'd think he'd have learned his lesson by now, but you have to admire his persistence, at least. His latest combat team includes Pidgeot, Alakazam and Rhydon.



Are you going to POKÉMON LEAGUE?



#28 SANDSLASH

TYPE: GROUND



When threatened, Sandshallowcurls up into a little ball. It then rolls along the ground to attack or escape.

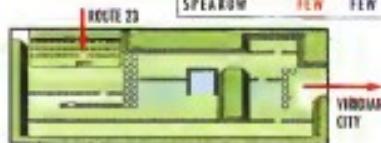


#24 ARBOK

TYPE: POISON

At level 27, you can add a paralyzing Glare to Arbok's arsenal. At level 36, you can replace Lure with a Defense-lowering Screech.

| | | |
|-----------|------|------|
| RATTATA | MANY | MANY |
| NIODRAN ♂ | MANY | FEW |
| NIODRAN ♀ | FEW | MANY |
| SPEAROW | FEW | FEW |



VICTORY ROAD

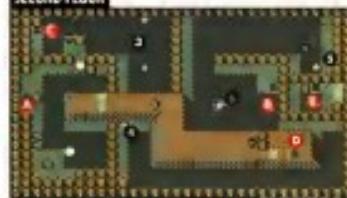
Enter the league's front door to find yourself in the rocky cavern known as Victory Road. The trick here is to push the loose boulders onto the round switches to open up new paths. You must open the path to ladder D on the second floor. This leads to ladder E, which leads to the exit.

FIRST FLOOR



ENTRANCE

SECOND FLOOR



| | | |
|----------|-----|-----|
| MACHOP | FEW | FEW |
| MACHOKE | FEW | FEW |
| GEODUKE | FEW | FEW |
| GRAVELER | FEW | FEW |
| ZUBAT | FEW | FEW |
| GOLBAT | FEW | FEW |
| DRIX | FEW | FEW |
| MAROWAK | FEW | FEW |

| | | |
|----------|-----|-----|
| MACHOP | FEW | FEW |
| MACHOKE | FEW | FEW |
| GEODUKE | FEW | FEW |
| GRAVELER | FEW | FEW |
| ZUBAT | FEW | FEW |
| GOLBAT | FEW | FEW |
| DRIX | FEW | FEW |
| VENOMOTH | FEW | FEW |



#67 MACHOKE

TYPE: FIGHTING

Machocho likes body-building even more than Machop, but its vanity can get in the way of its combat training.



#68 MACHAMP

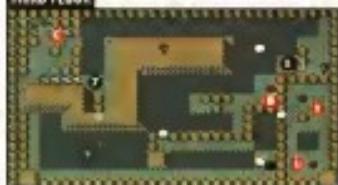
TYPE: FIGHTING

Machop must be traded to another Game Pak to transform it into Machamp. It gains an extra pair of arms in the process.

ITEMS

- ① TM 43
- ② RARE CANDY
- ③ GUARD SPEC.
- ④ TM 05
- ⑤ TM 17
- ⑥ FULL HEAL
- ⑦ TM 47
- ⑧ MAX REVIVE

THIRD FLOOR



| | | |
|----------|-----|-----|
| MACHOP | FEW | FEW |
| MACHOKE | FEW | FEW |
| GEODUKE | FEW | FEW |
| GRAVELER | FEW | FEW |
| ZUBAT | FEW | FEW |
| GOLBAT | FEW | FEW |
| DRIX | FEW | FEW |
| MAROWAK | FEW | FEW |

#105 MAROWAK

TYPE: GROUND

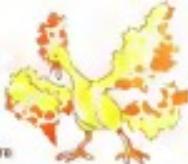
Its skillful use of bones as makeshift boomerangs has earned this Pokémon the nickname, "Bonekeeper."



#146 MOLTRES

TYPE: FIRE/FLYING

Moltres appears scarcely, most people think it's only a myth. If spotted, it disappears in a flash of fire.



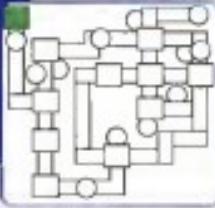
Buried Treasure

Like Zapdos and Articuno, Moltres appears only once per game, so this is your only opportunity to capture or defeat it outright. Moltres is on the second level, but to reach it, you must first go up to the third level, then take the ladder marked "C" to go back down. The Fire-type Moltres is at experience level 59, so keep that in mind as you prepare for your confrontation.



INDIGO PLATEAU

Here at Indigo Plateau, you have one last chance to rest and buy items before battling the Elite Four. You'll fight them one at a time, and you can't leave until you're victorious. This is the moment you've trained for, so good luck!



A Pokémon Mart



POKÉMON MART

| | |
|--------------|-------|
| ULTRA BALL | 1,200 |
| GREAT BALL | 600 |
| FULL RESTORE | 3,000 |
| MAX POTION | 2,500 |
| FULL HEAL | 800 |
| REVIVE | 1,500 |
| MAX REPEL | 700 |

LORELEI

Your first duel is with Lorelei, Mistress of Icy Pokémon. Fire-type, Fighting-type and Rock-type Pokémon all have a combat advantage against Ice-types. Many of her Pokémon also have Water-type characteristics, so be sure to guard against those powers, too.



OPPONENTS

| | |
|----------|----------|
| GEWONG | LEVEL 54 |
| CLOYSTER | LEVEL 53 |
| SLOWBIRD | LEVEL 54 |
| IVYX | LEVEL 56 |
| LAPRAS | LEVEL 56 |

BRUNO

Bruno is the second of the Elite Four trainers. Fighting-type Pokémon are his specialty, but he also has two Onix to round out his squad. If you want to go the distance, remember that Flying-type and Psychic-type Pokémon are more than a match for Fighting-types.



OPPONENTS

| | |
|-------------|----------|
| ONIX | LEVEL 53 |
| WITTMONCHAN | LEVEL 55 |
| WITTMONLEE | LEVEL 55 |
| ONIX | LEVEL 56 |
| MACHAMP | LEVEL 58 |

AGATHA

If it's a challenge you want, then Agatha is ready to deliver. As you may recall, no type of Pokémon has a great advantage in battle over Ghost-types, and some special attacks won't affect them at all. Focus on water- or fire-type attacks.



OPPONENTS

| | |
|---------|----------|
| GENGAR | LEVEL 56 |
| GOLRAT | LEVEL 56 |
| BAURTER | LEVEL 55 |
| ARROK | LEVEL 58 |
| GENGAR | LEVEL 60 |

LANCE

Lance is the leader of the Elite Four and the most powerful trainer in the Pokémons League. His Dragon-type Pokémon are vulnerable to Ice-type and Fighting-type powers. On the other hand, no Pokémon can defend well against Dragon-type attacks, so keep lots of Potions ready!



OPPONENTS

| | |
|------------|----------|
| GYARADOS | LEVEL 58 |
| DRAGONAIR | LEVEL 56 |
| DRAGONITE | LEVEL 60 |
| AEROACTVL | LEVEL 60 |
| BRAGHINITE | LEVEL 62 |

GARY

Gary defeated the Elite Four before you even set foot on Victory Road, and now you must beat him if you want to claim the title of World's Greatest Pokémon Trainer. The first half of his team consists of Pidgeot, Alakazam and Rhydon. The second half differs from game to game, depending on which Pokémon he chose when the game began. If your Pokémon are level 74 or above, you should be able to defeat Gary's Pokémon with just two or three attacks each, but you should still be ready to defend against his Pokémon's special attacks.



OPPONENTS

PIGEOT
ALARAZAN
RHYDON

LEVEL 61
LEVEL 59
LEVEL 61

GYARADOS
ARCANINE
VENUSAUR
(Chose Bulbasaur)

EXEGUTOR
GYARADOS
CHARIZARD
(Chose Chomander)

ARCANINE
EXEGUTOR
BLASTOISE
(Chose Squirtle)

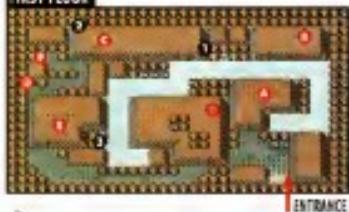
LEVEL 61
LEVEL 63
LEVEL 65

UNKNOWN DUNGEON

Now that you're the undisputed Pokémon League champion, your first mission is to capture the experimental Pokémon known as Mewtwo. After the credits roll, press Start to make the main menu appear, then select the Continue option. You'll pick up where you left off, with all of the same Pokémon you had before. Go back to Route 24, just north of Celadon City. Dive into the water and swim south until you reach a cave. Mewtwo is in there, on the lowest level.



FIRST FLOOR



#64 WIGGLYTUFF

TYPE: NORMAL

Wigglytuff's body is soft and rubbery, like a balloon. When enraged, it inflates itself to an enormous size to scare off enemies.



#65 DOORIO

TYPE: NORMAL/FLYING

If two heads are better than one, then what about three? When Doorio nests, two of the heads sleep while the third keeps watch.

ITEMS

- 1 MAX ELIXIR
- 2 NUGGET
- 3 FULL RESTORE



#64 KADABRA

TYPE: PSYCHIC

Kadabra relies on a strong mind rather than a powerful body to win. It can send out waves of mental energy that cause headaches at close range.



#65 ALAKAZAM

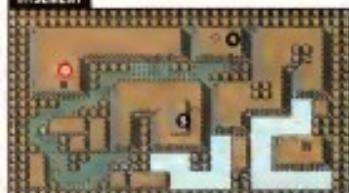
TYPE: PSYCHIC

Experts believe that Alakazam's brain is as powerful as any super computer. Its incredible Psychic abilities back up that belief.

SECOND FLOOR



BASEMENT



| | | |
|-----------|------|------|
| GOLBAT | FEW | FEW |
| NYPHO | FEW | FEW |
| MAGNETON | FEW | FEW |
| ODORIO | FEW | FEW |
| VENOMOTH | FEW | FEW |
| ABROK | FEW | NONE |
| KADABRA | FEW | FEW |
| PARASECT | FEW | FEW |
| RAICNU | FEW | FEW |
| OTTO | FEW | FEW |
| SANDSLASH | NONE | FEW |

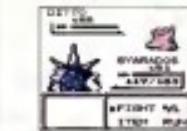
| | | |
|-----------|------|------|
| RHYDON | FEW | FEW |
| MAROWAK | FEW | FEW |
| ELECTRODE | FEW | FEW |
| CHANSEY | FEW | FEW |
| PARASECT | FEW | FEW |
| RAICNU | FEW | FEW |
| ABROK | FEW | NONE |
| OTTO | FEW | FEW |
| SANDSLASH | NONE | FEW |

ITEMS

- ① PP UP
- ② FULL RESTORE
- ③ ULTRA BALL
- ④ MAX REVIVE
- ⑤ ULTRA BALL

Trainer's Delight

The Unknown Dungeon is crawling with rare Pokémon. If you want to capture them all but don't have the right Pokéman for the job, simply return to Cinnabar Island, exchange Pokéman through the PC at the Pokéman Center, then come back. In fact, every area of the game is now open, and you have all the time in the world to search for new Pokéman to add to your collection. Just remember that you must trade for some Pokéman.



#112 RHYDON

TYPE: GROUND/ROCK

Rhydon lives far underground where temperatures reach well over 2,000 degrees. Its rock-like body protects it from the extreme heat and pressure.



#97 HYPNO

TYPE: PSYCHIC

Hypno survives by putting its prey to sleep and consuming their dreams. It can get sick from absorbing bad dreams.



#101 ELECTRODE

TYPE: ELECTRIC

If you can't find an Electrode in the Unknown Dungeon, look inside the Power Plant or on Cinnabar Island.



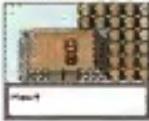
#150 MEWTWO

TYPE: PSYCHIC

Mewtwo was created in the Pokéman Lab on Cinnabar Island. Scientists tried to create the perfect fighting machine, and they succeeded—perhaps too well. Mewtwo is extremely hostile and can't stand being in a Poké Ball.

Mastering Mewtwo

To catch Mewtwo, use the steps to follow the ladder's back and forth between the levels. Follow the ladder's in order from A to G. Once you reach the lowest level, go to the bottom-right corner to find Mewtwo. The only way guaranteed to capture Mewtwo is to use the Master Ball you received from the president of Slip Co. If you have the Master Ball, don't bother fighting; just use it right away. If you don't have the Master Ball, you'll have to share Mewtwo the old-fashioned way.



Gotta Stamp 'Em All!!

Each Pokemon has a data card in the Field Guide, pages 66 through 103. As you collect each one, peel off its stamp and place it in the space provided on its card.

POKÉMON

NINTENDO
POWER



POKÉMON FIELD GUIDE

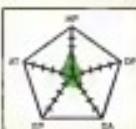


#1 BULBASAUR



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | GRASS |
| ● | ● | Poison |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | BIDE | NRM |
| - | GROWL | NRM |
| 7 | LICK SEED | GRS |
| 13 | VINE WHIP | GRS |
| 29 | Poison Powder | PSN |
| 37 | RAZOR LEAF | GRS |
| 34 | GROWTH | NRM |
| 41 | SLEEP POWDER | GRS |
| 48 | SOLAR BEAM | GRS |



AREA



EVOLUTION

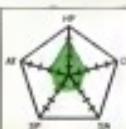
BULBASAUR → IVYSAUR LEVEL 16 → VENUSAUR LEVEL 32

#2 IVYSAUR



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | GRASS |
| ● | ● | Poison |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | TACKLE | NRM |
| - | GROWL | NRM |
| - | LICK SEED | GRS |
| 13 | VINE WHIP | GRS |
| 22 | Poison Powder | PSN |
| 30 | RAZOR LEAF | GRS |
| 38 | GROWTH | NRM |
| 46 | SLEEP POWDER | GRS |
| 54 | SOLAR BEAM | GRS |



EVOLUTION

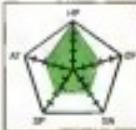
BULBASAUR → IVYSAUR LEVEL 16 → VENUSAUR LEVEL 32

#3 VENUSAUR



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | GRASS |
| ● | ● | Poison |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | TACKLE | NRM |
| - | GROWL | NRM |
| - | LICK SEED | GRS |
| - | VINE WHIP | GRS |
| - | Poison Powder | PSN |
| - | RAZOR LEAF | GRS |
| 13 | GROWTH | NRM |
| 55 | SLEEP POWDER | GRS |
| 63 | SOLAR BEAM | GRS |



AREA



EVOLUTION

BULBASAUR → IVYSAUR LEVEL 16 → VENUSAUR LEVEL 32

#4 CHARMANDER



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | ● | FIRE |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | SQUISH | NRM |
| - | GROWL | NRM |
| 9 | SHAKER | FIR |
| 15 | LEER | NRM |
| 22 | RAGE | NRM |
| 30 | SLASH | NRM |
| 38 | FLAME THROWER | FIR |
| 46 | FIRE SPIN | FIR |



EVOLUTION

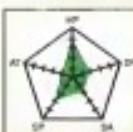
CHARMANDER → CHARMELEON LEVEL 16 → CHARIZARD LEVEL 32

#5 CHARMELEON



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | ● | FIRE |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | SCRATCH | HM |
| - | GROWL | HM |
| - | EMBER | FIR |
| 15 | LICK | HM |
| 24 | RAGE | HM |
| 33 | SLASH | HM |
| 43 | FLAME THROWER | FIR |
| 56 | FIRE SPIN | FIR |



AREA

EVOLUTION

CHARMANDER → CHARMELEON LEV. 6 → CHARIZARD LEV. 36

#6 CHARIZARD



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | FIRE |
| ● | ● | FLYING |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | SCRATCH | HM |
| - | GROWL | HM |
| - | EMBER | FIR |
| - | LICK | HM |
| - | RAGE | HM |
| 38 | SLASH | HM |
| 46 | FLAME THROWER | FIR |
| 55 | FIRE SPIN | FIR |



AREA

EVOLUTION

CHARMANDER → CHARMELEON LEV. 6 → CHARIZARD LEV. 36

#7 SQUIRTLE



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | WATER |
| ● | ● | - |



ABILITY

| Level | Attack | Type |
|-------|------------|------|
| - | TACKLE | HM |
| - | TAIL WHIP | HM |
| 8 | BUBBLE | WTR |
| 15 | WATER GUN | WTR |
| 24 | BITE | HM |
| 31 | WITHDRAW | WTR |
| 35 | SHELL BASH | HM |
| 42 | HYDRO PUMP | WTR |



AREA

EVOLUTION

SQUIRTLE → MUSCLETTE LEV. 6 → BLASTOISE LEV. 36

#8 WARTORTLE



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | WATER |
| ● | ● | - |



ABILITY

| Level | Attack | Type |
|-------|------------|------|
| - | TACKLE | HM |
| - | TAIL WHIP | HM |
| - | BUBBLE | WTR |
| 15 | WATER GUN | WTR |
| 24 | BITE | HM |
| 31 | WITHDRAW | WTR |
| 35 | SHELL BASH | HM |
| 42 | HYDRO PUMP | WTR |



AREA

EVOLUTION

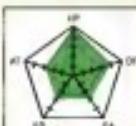
SQUIRTLE → WARTORTLE LEV. 6 → BLASTOISE LEV. 36

#9 BLASTOISE



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | WATER |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| — | SCRIBBLE | WTR. |
| — | SLA. WIND | WTR. |
| — | BUBBLE | WTR. |
| 34 | WATER GUN | WTR. |
| 31 | INTERFEROM. | WTR. |
| 42 | SMALL BASH | WTR. |
| 32 | HYDRO PUMP | WTR. |



AREA



EVOLUTION

SQUIRTLE

→ WARTORTLE LEV. 6 →

BLASTOISE LEV. 36

#10 CATERPIE



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | ● | BUG |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| — | SLAC. SPINE | BUG |
| — | STRING SHOT | BUG |



AREA



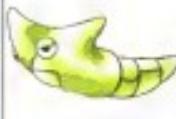
EVOLUTION

CATERPIE

→ ME. WOOD LEV. 7 →

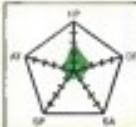
BUTTERFREE LEV. 10

#11 METAPOD



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | ● | BUG |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------|------|
| — | WARDEN | BUG |
| — | — | - |
| — | — | - |
| — | — | - |



AREA



EVOLUTION

CATERPIE

→ METAPOD LEV. 7 →

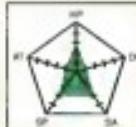
BUTTERFREE LEV. 10

#12 BUTTERFREE



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | BUG |
| ● | ● | FLYING |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| 17 | CONFUSION | PSY |
| 15 | Poison Powder | PSN |
| 16 | STON. SPORE | GRS |
| 17 | SLEEP POWDER | GRS |
| 21 | SUPERSONIC | NEU |
| 26 | WILDEWIND | NEU |
| 32 | PSYBEAM | PSY |



AREA



EVOLUTION

CATERPIE

→ ME. WOOD LEV. 7 →

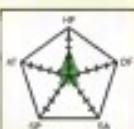
BUTTERFREE LEV. 10

#13 WEEDLE



| FIND | CATCH | TYPE |
|------|-------|--------|
| | | BUG |
| | | Poison |

STATS



AREA



ABILITY

| Level | Attack | Type |
|-------|--------------|--------|
| - | POISON STING | Poison |
| - | STRONG SHOT | BUG |

EVOLUTION

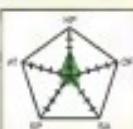
WEEDLE → KAKUNA LVL 7 → BEEDRILL LVL 10

#14 KAKUNA



| FIND | CATCH | TYPE |
|------|-------|--------|
| | | BUG |
| | | Poison |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------|------|
| - | HIDDEN | ITEM |

AREA

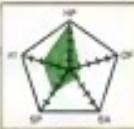


#15 BEEDRILL



| FIND | CATCH | TYPE |
|------|-------|--------|
| | | BUG |
| | | Poison |

STATS



AREA



ABILITY

| Level | Attack | Type |
|-------|--------------|--------|
| 12 | FURY ATTACK | Normal |
| 16 | FOCUS ENERGY | Normal |
| 20 | TWIRL WING | BUG |
| 25 | RAGE | Normal |
| 30 | PIN MISSILE | BUG |
| 35 | #ABILITY | PSY |

EVOLUTION

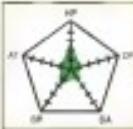
WEEDLE → KAKUNA LVL 7 → BEEDRILL LVL 10

#16 PIDGEY



| FIND | CATCH | TYPE |
|------|-------|--------|
| | | NORMAL |
| | | FLYING |

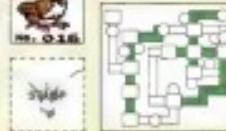
STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| 5 | SAND ATTACK | FLY |
| 10 | SWIFT ATTACK | FLY |
| 16 | WHEELWIND | FLY |
| 20 | WING ATTACK | FLY |
| 36 | ABILITY | PSY |
| 44 | MIRROR MOVE | FLY |

AREA



EVOLUTION

PIDGEY → PIDGEOTTO LVL 8 → PIDGEOT LVL 10

#17 PIDGEOTTO



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | NORMAL |
| ● | ● | FLYING |

STATS

**ABILITY**

| Level | Attack | Type |
|-------|--------------|------|
| - | GUST | FLY |
| - | SAND ATTACK | MIN |
| - | QUICK ATTACK | MIN |
| 21 | WINGATTACK | MIN |
| 31 | WING ATTACK | FLY |
| 40 | AGILITY | PSY |
| 49 | HIDDEN MOVE | FLY |
| | | |

**AREA****EVOLUTION**

PIGEY



PIGEOTTO LVL. 10

→ PIDGEOT

LEV. 36

#18 PIDGEOT



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | NORMAL |
| ● | ● | FLYING |

STATS

**ABILITY**

| Level | Attack | Type |
|-------|--------------|------|
| - | GUST | FLY |
| - | SAND ATTACK | MIN |
| - | QUICK ATTACK | MIN |
| - | WINGATTACK | MIN |
| - | WING ATTACK | FLY |
| 46 | AGILITY | PSY |
| 54 | HIDDEN MOVE | FLY |
| | | |

**AREA****EVOLUTION**

PIGEY



PIGEOTTO LVL. 10

→ PIDGEOT

LEV. 36

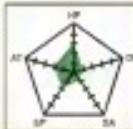
#19 RATTATA



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | NORMAL |
| ● | ● | - |

STATS

**ABILITY**

| Level | Attack | Type |
|-------|--------------|------|
| - | TACKLE | MIN |
| - | TAKE DOWN | MIN |
| 7 | QUICK ATTACK | MIN |
| 14 | HYPERSPACE | MIN |
| 23 | FOCUS ENERGY | MIN |
| 34 | SUPER FANG | MIN |
| | | |

**AREA****EVOLUTION**

RATTATA



EVILKAT LVL. 10

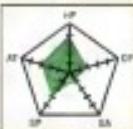
#20 RATICATE



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | NORMAL |
| ● | ● | - |

STATS

**ABILITY**

| Level | Attack | Type |
|-------|--------------|------|
| - | TACKLE | MIN |
| - | TAKE DOWN | MIN |
| - | QUICK ATTACK | MIN |
| 14 | HYPERSPACE | MIN |
| 23 | FOCUS ENERGY | MIN |
| 34 | SUPER FANG | MIN |
| | | |

**AREA****EVOLUTION**

RATTATA



EVILKAT LVL. 10

→ RATICATE

#21 SPEAROW



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | NORMAL |
| ● | ● | FLYING |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | PECK | FLY |
| - | GROWL | HM |
| 9 | LEER | HM |
| 15 | FURY ATTACK | HM |
| 23 | MIRROR MOVE | FLY |
| 26 | DRILL PECK | FLY |
| 36 | AGILITY | PSY |



AREA



EVOLUTION

SPEAROW → FEAROW LEV. 20

#22 FEAROW



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | NORMAL |
| ● | ● | FLYING |

ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | PECK | FLY |
| - | GROWL | HM |
| - | LEER | HM |
| - | FURY ATTACK | HM |
| 13 | MIRROR MOVE | FLY |
| 34 | DRILL PECK | FLY |
| 42 | AGILITY | PSY |



EVOLUTION

SPEAROW → FEAROW LEV. 20

#23 EKANS



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Poison |
| ● | ● | - |

STATS

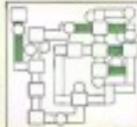


ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | WRAP | HM |
| - | LEER | HM |
| 10 | Poison Sting | PSN |
| 17 | BITE | HM |
| 24 | GLARE | HM |
| 36 | SCREEN | HM |
| 38 | ACID | PSN |



AREA



EVOLUTION

EKANS → ARBOK LEV. 27

#24 ARBOK



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Poison |
| ● | ● | - |

ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | WRAP | HM |
| - | LEER | HM |
| - | Poison Sting | PSN |
| 12 | BITE | HM |
| 23 | GLARE | HM |
| 36 | SCREEN | HM |
| 47 | ACID | PSN |



EVOLUTION

EKANS → ARBOK LEV. 27

#25 PIKACHU



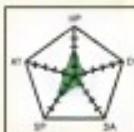
ABILITY

| Level | Attack | Def. | Type |
|-------|--------------|------|------|
| - | THUNDERSHOCK | ELC | |
| - | GROWL | HM | |
| 9 | THUNDER WAVE | ELC | |
| 16 | QUICK ATTACK | HM | |
| 24 | SWIFT | HM | |
| 33 | ABILITY | PSY | |
| 40 | THUNDER | ELC | |
| | | | |

FIND CATCH TYPE

| | | |
|---|---|----------|
| • | • | ELECTRIC |
| • | • | - |

STATS



AREA



STAMP

EVOLUTION

PIKACHU



LUONI LEVEL 22

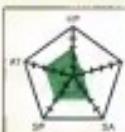
#26 RAICHU



FIND CATCH TYPE

| | | |
|---|---|----------|
| • | • | ELECTRIC |
| • | • | - |

STATS



ABILITY

| Level | Attack | Def. | Type |
|-------|--------------|------|------|
| - | THUNDERSHOCK | ELC | |
| - | GROWL | HM | |
| 9 | THUNDER WAVE | ELC | |
| 16 | QUICK ATTACK | HM | |
| 24 | SWIFT | HM | |
| 33 | ABILITY | PSY | |
| 40 | THUNDER | ELC | |
| | | | |



AREA



STAMP

EVOLUTION

PIKACHU



RAICHU LEVEL 22

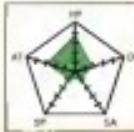
#27 SANDSHREW



FIND CATCH TYPE

| | | |
|---|---|--------|
| • | • | GROUND |
| • | • | - |

STATS



STAMP

AREA



ABILITY

| Level | Attack | Def. | Type |
|-------|---------------|------|------|
| - | SCRATCH | HM | |
| 10 | SAND ATTACK | HM | |
| 17 | SLASH | HM | |
| 24 | Poison String | PSY | |
| 31 | SWIFT | HM | |
| 38 | Ruby SWIPES | HM | |
| | | | |

EVOLUTION

SANDSHREW



SANDSLASH LEVEL 22

#28 SANDSLASH



FIND CATCH TYPE

| | | |
|---|---|--------|
| • | • | GROUND |
| • | • | - |

STATS



AREA



ABILITY

| Level | Attack | Def. | Type |
|-------|---------------|------|------|
| - | SCRATCH | HM | |
| - | SAND ATTACK | HM | |
| - | SLASH | HM | |
| 27 | Poison String | PSY | |
| 34 | SWIFT | HM | |
| 42 | Ruby SWIPES | HM | |
| | | | |

EVOLUTION

SANDSHREW



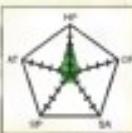
SANDSLASH LEVEL 22

#29 NIDORAN ♀



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Poison |
| ● | ● | - |

STATS



ABILITY

| LEVEL | ABILITY | Type |
|-------|---------------|------|
| — | GROWL | NRM |
| — | TACKLE | NRM |
| 8 | SCRATCH | NRM |
| 14 | Poison String | PSN |
| 21 | TAIL WHIP | NRM |
| 29 | BITE | NRM |
| 36 | FURY SWIPES | NRM |
| 43 | DOUBLE KICK | F/TG |



AREA



EVOLUTION

NIDORAN ♀ → NIDORINA Lvl. 16 → NIDOQUEEN Lvl. 28

#30 NIDORINA



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Poison |
| ● | ● | - |

STATS



ABILITY

| LEVEL | ABILITY | Type |
|-------|---------------|------|
| — | GROWL | NRM |
| — | TACKLE | NRM |
| 8 | SCRATCH | NRM |
| 14 | Poison String | PSN |
| 21 | Tail Whip | NRM |
| 29 | Bite | NRM |
| 36 | Fury Swipes | NRM |
| 43 | Double Kick | F/TG |



AREA



EVOLUTION

NIDORAN ♀ → NIDORINA Lvl. 16 → NIDOQUEEN Lvl. 28

#31 NIDOQUEEN



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Poison |
| ● | ● | Ground |

STATS



ABILITY

| LEVEL | ABILITY | Type |
|-------|---------------|------|
| — | TACKLE | NRM |
| — | SCRATCH | NRM |
| 8 | TAIL WHIP | NRM |
| 14 | Poison String | PSN |
| 20 | Body Slam | NRM |



AREA



EVOLUTION

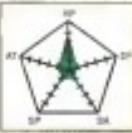
NIDORAN ♀ → NIDORINA Lvl. 16 → NIDOQUEEN Lvl. 28

#32 NIDORAN ♂



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Poison |
| ● | ● | - |

STATS



ABILITY

| LEVEL | ABILITY | Type |
|-------|---------------|------|
| — | LURE | NRM |
| — | TACKLE | NRM |
| 8 | BORN ATTACK | NRM |
| 14 | Poison String | PSN |
| 21 | Focus Energy | NRM |
| 29 | Fury Swipes | NRM |
| 36 | Born Shell | NRM |
| 43 | Double Kick | F/TG |



AREA



EVOLUTION

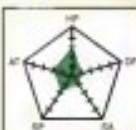
NIDORAN ♂ → NIDORINA Lvl. 16 → NIDOQUEEN Lvl. 28

#33 NIDORINO



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Poison |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | LEER | HM |
| - | TACKLE | HM |
| - | HORN ATTACK | HM |
| - | Poison String | PSB |
| 23 | FOCUS ENERGY | HM |
| 32 | FURY ATTACK | HM |
| 41 | HORN DRILL | HM |
| 50 | DOUBLE ROLL | PSB |



EVOLUTION

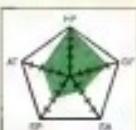
NIDORAN ♂ → NIDORINO LVL. 23 → NIDOKING LVL. 41

#34 NIDOKING



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Poison |
| ● | ● | Ground |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | TACKLE | HM |
| - | HORN ATTACK | HM |
| - | Poison String | PSB |
| 23 | THRASH | HM |



EVOLUTION

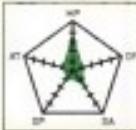
NIDORAN ♂ → NIDORINO LVL. 23 → NIDOKING LVL. 41

#35 CLEFAIRY



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Normal |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | POUND | HM |
| - | GROWL | HM |
| 12 | SING | HM |
| 18 | DOUBLESLAP | HM |
| 24 | IRRITATE | HM |
| 31 | METRONOME | HM |
| 39 | DEFENSE CURL | HM |
| 48 | LONG SCREEN | PSB |



EVOLUTION

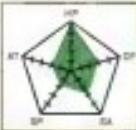
CLEFAIRY → CLEFABLE LVL. 48

#36 CLEFABLE



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Normal |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|------------|------|
| - | SING | HM |
| - | DOUBLESLAP | HM |
| - | IRRITATE | HM |
| - | METRONOME | HM |



EVOLUTION

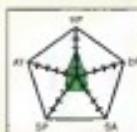
CLEFAIRY → CLEFABLE LVL. 48

#37 VULPIX



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | | Fire |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|--------|
| - | EMBER | Fire |
| - | TAIL WHIP | Normal |
| 16 | QUICK ATTACK | Normal |
| 21 | ROAR | Normal |
| 30 | CONFUSE RAY | Ghost |
| 35 | FLAME THROWER | Fire |
| 42 | FIRE SPIN | Fire |



AREA



EVOLUTION

VULPIX

→ NINETALE

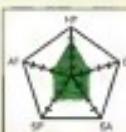


#38 NINETALE



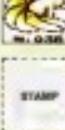
| FIND | CATCH | TYPE |
|------|-------|------|
| ● | | Fire |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|--------|
| - | EMBER | Fire |
| - | TAIL WHIP | Normal |
| - | QUICK ATTACK | Normal |
| - | ROAR | Normal |



EVOLUTION

VULPIX

→ NINETALE



#39 JIGGLYPUFF



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Normal |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|--------|
| - | SING | Normal |
| 9 | POUND | Normal |
| 14 | DISABLE | Normal |
| 19 | DEFENSE CURL | Normal |
| 24 | DOUBLESLAP | Normal |
| 29 | REST | PSY |
| 34 | ROSY SLASH | Normal |
| 39 | BUBBLE EDGE | Normal |



#40 WIGGLYTUFF



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Normal |
| ● | ● | - |

ABILITY

| Level | Attack | Type |
|-------|--------------|--------|
| - | SING | Normal |
| - | DISABLE | Normal |
| - | DEFENSE CURL | Normal |
| - | DOUBLESLAP | Normal |



EVOLUTION

JIGGLYPUFF

→ WIGGLYTUFF



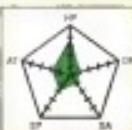
#41 ZUBAT



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | Poison |
| ● | ● | Flying |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|--------|
| - | LEECH LIFE | Bug |
| 10 | SUPERSONIC | Normal |
| 15 | BLITZ | Normal |
| 21 | CONFUSE RAY | Ghost |
| 29 | WING ATTACK | Fly |
| 36 | HAZE | Ice |
| | | |
| | | |



AREA



EVOLUTION

ZUBAT

→ GOLBAT LEV. 22

#42 GOLBAT



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | Poison |
| ● | ● | Flying |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|--------|
| - | LEECH LIFE | Bug |
| - | SCREEN | Normal |
| - | BLITZ | Normal |
| 32 | CONFUSE RAY | Ghost |
| 43 | WING ATTACK | Fly |
| | | |
| | | |



AREA



EVOLUTION

ZUBAT

→ GOLBAT LEV. 22

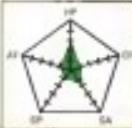
#43 ODDISH



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | Grass |
| ● | ● | Poison |

STATS

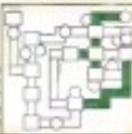


ABILITY

| Level | Attack | Type |
|-------|---------------|-------|
| - | ABSORB | Grass |
| 15 | Poison Powder | PSH |
| 17 | STUN SPORKE | Grass |
| 19 | SLEEP POWDER | Grass |
| 24 | ACID | PSH |
| 33 | PETAL DANCE | Grass |
| 46 | SOLAR BEAM | Grass |
| | | |
| | | |



AREA



EVOLUTION

ODDISH

→ GLOOM LEV. 21

→ VILEPLUME LEV. 25

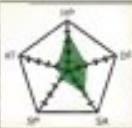
#44 GLOOM



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | Grass |
| ● | ● | Poison |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|-------|
| - | ABSORB | Grass |
| - | Poison Powder | PSH |
| - | STUN SPORKE | Grass |
| - | SLEEP POWDER | Grass |
| 29 | ACID | PSH |
| 38 | PETAL DANCE | Grass |
| 52 | SOLAR BEAM | Grass |
| | | |
| | | |



AREA



EVOLUTION

ODDISH

→ GLOOM LEV. 21

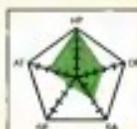
→ VILEPLUME LEV. 25

#45 VILEPLUME



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | GRASS |
| ● | ● | Poison |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | POISON POWDER | PSt |
| - | STUN SPORKE | GSt |
| - | SLEEP POWDER | GSt |



AREA

EVOLUTION

ODDISH

→ 6000 LV. 20

VILEPLUME

#46 PARAS



#46 PARAS

| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | BUG |
| ● | ● | GRASS |

ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | SACRIFICE | NSt |
| 8 | STUN SPORKE | GSt |
| 30 | LEECH LIFE | Bug |
| 37 | SPORE | GSt |
| 38 | SLASH | NSt |
| 46 | GROWTH | Bug |



AREA

EVOLUTION

PARAS

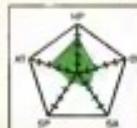
→ PARASECT LV. 24

#47 PARASECT



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | BUG |
| ● | ● | GRASS |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | SCREECH | NSt |
| - | STUN SPORKE | GSt |
| - | LEECH LIFE | Bug |
| 30 | SPORE | GSt |
| 39 | SLASH | NSt |
| 46 | GROWTH | Bug |



AREA

EVOLUTION

PARAS

→ PARASECT LV. 24

#48 VENONAT



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | BUG |
| ● | ● | Poison |

ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | INCUBATE | NSt |
| - | BLIZZARD | NSt |
| 74 | Poison Powder | PSt |
| 37 | LEECH LIFE | Bug |
| 36 | STUN SPORKE | GSt |
| 35 | PSYBEAM | PSt |
| 38 | SLEEP POWDER | GSt |
| 43 | PINNACLE | PSt |



AREA

EVOLUTION

VENONAT

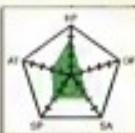
→ VENOMOTH LV. 30

#49 VENOMOTH



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | BUG |
| ● | ● | Poison |

STATS



AREA



ABILITY

| Level | Attack | Type |
|-------|---------------|-------|
| — | STINGER | BUG |
| — | BUBBLE | WATER |
| — | Poison Powder | PSY |
| — | LEECH LIFE | BUG |
| — | STON SPORE | GRASS |
| 38 | PSYBEAM | PSY |
| 43 | SLEEP POWDER | GRASS |
| 50 | PSYCHIC | PSY |

EVOLUTION

VENONAT

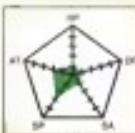
→ VENOMOTH LEVEL 31

#50 DIGLETT



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | GROUND |
| ● | ● | — |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|--------|
| — | SCRATCH | NORMAL |
| 15 | GROWL | NORMAL |
| 19 | DIG | GROUND |
| 24 | SAND ATTACK | NORMAL |
| 31 | SLASH | NORMAL |
| 46 | EARTHQUAKE | GROUND |

EVOLUTION

DIGLETT

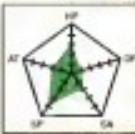
→ DUGTRIO LEVEL 28

#51 DUGTRIO



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | GROUND |
| ● | ● | — |

STATS



AREA



ABILITY

| Level | Attack | Type |
|-------|-------------|--------|
| — | SCRATCH | NORMAL |
| — | GROWL | NORMAL |
| — | DIG | GROUND |
| — | SAND ATTACK | NORMAL |
| 35 | SLASH | NORMAL |
| 47 | EARTHQUAKE | GROUND |

EVOLUTION

DIGLETT

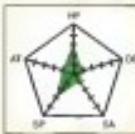
→ DUGTRIO LEVEL 28

#52 MEOWTH



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | NORMAL |
| ● | ● | — |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|--------|
| — | SCRATCH | NORMAL |
| — | GROWL | NORMAL |
| 12 | BITE | NORMAL |
| 17 | PET DUDE | NORMAL |
| 24 | SCREECH | NORMAL |
| 33 | FURRY SWIPES | NORMAL |
| 44 | SLASH | NORMAL |

EVOLUTION

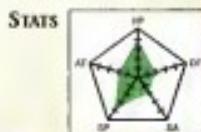
DIGLETT

→ PERSIAN LEVEL 31

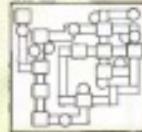
#53 PERSIAN



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | | NORMAL |
| ● | ● | - |



AREA



ABILITY

| Level | Attack | Type |
|-------|--------------|---------|
| - | SCRATCH | NEUTRAL |
| - | GROWL | NEUTRAL |
| - | RAGE | NEUTRAL |
| - | PROTECT | NEUTRAL |
| 37 | SCREECH | NEUTRAL |
| 37 | FURRY SNIPES | NEUTRAL |
| 51 | SILASH | NEUTRAL |



EVOLUTION

NEWBIE

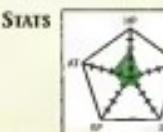
→ PERSIAN

LEV. 29

#54 PSYDUCK



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | WATER |
| ● | ● | - |



ABILITY

| Level | Attack | Type |
|-------|--------------|---------|
| - | SCRATCH | NEUTRAL |
| 28 | TAIL WHIP | NEUTRAL |
| 31 | DISARABLE | NEUTRAL |
| 34 | CONFUSION | PSY |
| 43 | FURRY SNIPES | NEUTRAL |
| 52 | HYDRO PUMP | WATER |



EVOLUTION

PSYDUCK

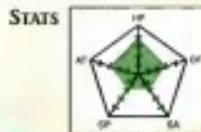
→ GOLDECK

LEV. 30

#55 GOLDUCK



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | WATER |
| ● | ● | - |



AREA



ABILITY

| Level | Attack | Type |
|-------|--------------|---------|
| - | SCRATCH | NEUTRAL |
| - | TAIL WHIP | NEUTRAL |
| - | DISARABLE | NEUTRAL |
| 39 | CONFUSION | PSY |
| 48 | FURRY SNIPES | NEUTRAL |
| 59 | HYDRO PUMP | WATER |



EVOLUTION

PSYDUCK

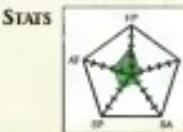
→ GOLDECK

LEV. 30

#56 MANKEY



| FIND | CATCH | TYPE |
|------|-------|----------|
| ● | ● | FIGHTING |
| ● | | - |



ABILITY

| Level | Attack | Type |
|-------|--------------|----------|
| - | SCRATCH | NEUTRAL |
| - | USER | NEUTRAL |
| 15 | KARATE CHOP | NEUTRAL |
| 21 | FURY ATTACK | NEUTRAL |
| 37 | POKÉ MONSTER | NEUTRAL |
| 38 | SEISMIC Toss | FIGHTING |
| 39 | THRASH | NEUTRAL |



EVOLUTION

MANKEY

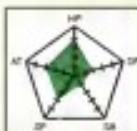
→ PRIMEAPE

LEV. 25

#57 PRIMEAPE



| FIND | CATCH | TYPE |
|------|-------|----------|
| ● | ● | FIGHTING |
| ● | | - |

STATS**ABILITY**

| Level | Attack | Type |
|-------|---------------|------|
| — | SCRATCH | HM |
| — | ULTR | HM |
| — | KARATE CHOP | HM |
| — | PUNCH ATTACK | HM |
| — | FAIRYS ENERGY | HM |
| 30 | SEISMIC TOSS | FIR |
| 46 | TRASH | HM |
| | | |

**AREA****EVOLUTION**

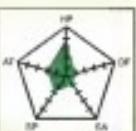
MONKEY

→ PRIMEAPE LEVEL 18

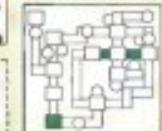
#58 GROWLITHE



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | ● | FIRE |
| ● | | - |

STATS**ABILITY**

| Level | Attack | Type |
|-------|---------------|------|
| — | RITE | HM |
| — | ROAR | HM |
| 18 | EMBER | FIR |
| 30 | TAKE DOWN | HM |
| 39 | AGILITY | PSY |
| 50 | FLAME INBOWIE | FIR |
| | | |

**AREA****EVOLUTION**

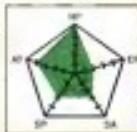
GROWLITHE

→ ARCANINE LEVEL 18

#59 ARCANINE



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | ● | FIRE |
| ● | | - |

STATS**ABILITY**

| Level | Attack | Type |
|-------|-----------|------|
| — | ROAR | HM |
| — | EMBER | FIR |
| — | LEER | HM |
| — | TAKE DOWN | HM |
| | | |

**AREA****EVOLUTION**

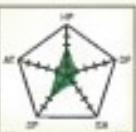
GROWLITHE

→ ARCANINE LEVEL 18

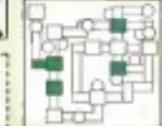
#60 POLIWAG



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | WATER |
| ● | ● | - |

STATS**ABILITY**

| Level | Attack | Type |
|-------|------------|------|
| — | RIBBLE | WTR |
| 8 | HYPNOSE | PSY |
| 16 | WATER GUN | WTR |
| 23 | DOUBLESLAP | WTR |
| 31 | ROCK SLAM | HM |
| 38 | ARMADA | PSY |
| 45 | HYDRO PUMP | WTR |
| | | |

**AREA****EVOLUTION**

POLIWAG

→ POLIYODA LEVEL 15

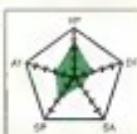
→ POLYWAG LEVEL 18

#61 POLIWHIRL



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | WATER |
| ● | ● | - |

STATS

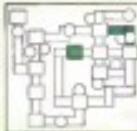


ABILITY

| Level | Attack | Type |
|-------|------------|------|
| - | BUBBLE | WTR |
| - | HYPNOSIS | PSY |
| - | WATER GUN | WTR |
| 26 | DOUBLESLAP | WTR |
| 33 | ROCK SLAM | WTR |
| 41 | ANESTHESIA | PSY |
| 48 | HYDRO PUMP | WTR |



AREA



EVOLUTION

POLIWIG → POLIWHIRL LVL 25 → POLIWRATH LVL 35

#62 POLIWRATH



| FIND | CATCH | TYPE |
|------|-------|----------|
| ● | ● | WATER |
| ● | ● | FIGHTING |

STATS



ABILITY

| Level | Attack | Type |
|-------|------------|------|
| - | DOUBLESLAP | WTR |
| - | BODY SLAM | WTR |
| - | HYPNOSIS | PSY |
| - | WATER GUN | WTR |



AREA



EVOLUTION

POLIWIG → POLIWHIRL LVL 25 → POLIWRATH LVL 35

#63 ABRA



| FIND | CATCH | TYPE |
|------|-------|---------|
| ● | ● | PSYCHIC |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|----------|------|
| - | TELEPORT | PSY |



AREA



EVOLUTION

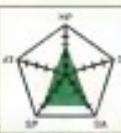
ABRA → KADABRA LVL 16 → ALAKAZAM TRADE

#64 KADABRA



| FIND | CATCH | TYPE |
|------|-------|---------|
| ● | ● | PSYCHIC |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|-----------|------|
| - | CONFUSION | PSY |
| 29 | DIG VOLT | WTR |
| 37 | PSYBEAM | PSY |
| 31 | REFLECT | WTR |
| 38 | PSYFRONT | PSY |
| 43 | REFLECT | PSY |



AREA



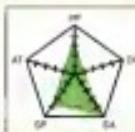
EVOLUTION

ABRA → KADABRA LVL 16 → ALAKAZAM TRADE

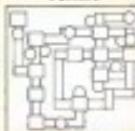
#65 ALAKAZAM



| FIND | CATCH | TYPE |
|------|-------|---------|
| • | • | PSYONIC |
| • | • | - |

STATS**ABILITY**

| Level | Attack | Type |
|-------|-------------|------|
| - | KARATE CHOP | NRM |
| - | CONFUSION | PSY |
| 23 | DISABLE | NRM |
| 27 | PSYBEAM | PSY |
| 31 | RECOVER | NRM |
| 38 | PSYTRIC | PSY |
| 42 | REFLECT | PSY |

**AREA****EVOLUTION**

AREA



LEVEL UP



ALAKAZAM

TRADE

#66 MACHOP



| FIND | CATCH | TYPE |
|------|-------|----------|
| • | • | FIGHTING |
| • | • | - |

ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | KARATE CHOP | NRM |
| 20 | LOW KICK | FITG |
| 25 | LEER | NRM |
| 32 | FOCUS ENERGY | NRM |
| 39 | SEISMIC TOSS | FITG |
| 46 | SUBMISSION | FITG |

**AREA****EVOLUTION**

MACHOP



LEVEL UP



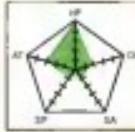
MACHOKE

TRADE

#67 MACHOKE



| FIND | CATCH | TYPE |
|------|-------|----------|
| • | • | FIGHTING |
| • | • | - |

STATS**ABILITY**

| Level | Attack | Type |
|-------|--------------|------|
| - | KARATE CHOP | NRM |
| - | LOW KICK | FITG |
| - | LEER | NRM |
| 36 | FOCUS ENERGY | NRM |
| 44 | SEISMIC TOSS | FITG |
| 52 | SUBMISSION | FITG |

**AREA****EVOLUTION**

MACHOP



LEVEL UP



MACHOKE

TRADE

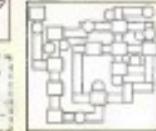
#68 MACHAMP



| FIND | CATCH | TYPE |
|------|-------|----------|
| • | • | FIGHTING |
| • | • | - |

ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | KARATE CHOP | NRM |
| - | LOW KICK | FITG |
| - | LEER | NRM |
| 36 | FOCUS ENERGY | NRM |
| 44 | SEISMIC TOSS | FITG |
| 52 | SUBMISSION | FITG |

**AREA****EVOLUTION**

MACHOP



LEVEL UP



MACHOKE

TRADE

#69 BELSPROUT



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | | GRASS |
| ● | ● | Poison |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|-------|
| — | VINE WHIP | GRASS |
| — | GROWTH | GRASS |
| 13 | WRAP | GRASS |
| 15 | Poison Powder | PSN |
| 16 | Sleep Powder | GRASS |
| 20 | Stun Spore | GRASS |
| 26 | Acid | PSN |
| 33 | Razor Leaf | GRASS |
| 42 | Slam | GRASS |



AREA



EVOLUTION

BELSPROUT

→ WEEPINBELL (LV. 21)

→ VICTREEBEL (LV. 35)

#70 WEEPINBELL



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | | GRASS |
| ● | ● | Poison |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|-------|
| — | VINE WHIP | GRASS |
| — | GROWTH | GRASS |
| — | WRAP | GRASS |
| — | Poison Powder | PSN |
| 15 | Sleep Powder | GRASS |
| 20 | Stun Spore | GRASS |
| 26 | Acid | PSN |
| 33 | Razor Leaf | GRASS |
| 42 | Slam | GRASS |



AREA



EVOLUTION

BELSPROUT

→ WEEPINBELL (LV. 21)

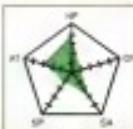
→ VICTREEBEL (LV. 35)

#71 VICTREEBEL



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | | GRASS |
| ● | ● | Poison |

STATS

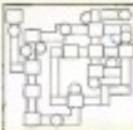


ABILITY

| Level | Attack | Type |
|-------|---------------|-------|
| — | WRAP | GRASS |
| — | Poison Powder | PSN |
| — | Sleep Powder | GRASS |



AREA



EVOLUTION

BELSPROUT

→ WEEPINBELL (LV. 21)

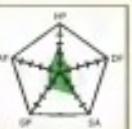
→ VICTREEBEL (LV. 35)

#72 TENTACOOL



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | WATER |
| ● | ● | Poison |

STATS

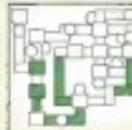


ABILITY

| Level | Attack | Type |
|-------|--------------|-------|
| — | ACID | WATER |
| 7 | Supersonic | WATER |
| 13 | Wrap | WATER |
| 18 | Poison Sting | PSN |
| 22 | Water Gun | WTR |
| 37 | Constrict | WATER |
| 43 | Screech | WATER |
| 48 | Hydro Pump | WATER |



AREA



EVOLUTION

TENTACOOL

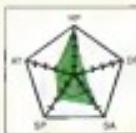
→ TENTACRUEL (LV. 26)

#73 TENTACRUEL



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | WATER |
| • | • | Poison |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|--------|
| - | TACKLE | Normal |
| - | SUPERSONIC | Normal |
| - | WEAP | Normal |
| - | Poison String | PSY |
| - | Water Gun | WTR |
| - | Constrict | Normal |
| 35 | Barrier | PSY |
| 40 | Screech | WTR |
| 50 | Nitro Pump | WTR |



EVOLUTION

GEODUDE

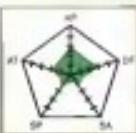
→ TENTACRUEL LVL 30

#74 GEODUDE



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | Rock |
| • | • | Ground |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|--------|
| - | TACKLE | Normal |
| 11 | DEFENSE CURL | Normal |
| 16 | ROCK THROW | Rock |
| 21 | SELF-DESTRUCT | Normal |
| 26 | HARDEN | Normal |
| 31 | EARTHQUAKE | Ground |
| 36 | EXPLOSION | Normal |



EVOLUTION

GEODUDE

→ GRAVELER LVL 35

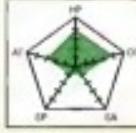


#75 GRAVELER



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | Rock |
| • | • | Ground |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|--------|
| - | TACKLE | Normal |
| - | DEFENSE CURL | Normal |
| - | ROCK THROW | Rock |
| - | SELF-DESTRUCT | Normal |
| 29 | HARDEN | Normal |
| 34 | EARTHQUAKE | Ground |
| 43 | EXPLOSION | Normal |



EVOLUTION

GEODUDE

→ GRAVELER LVL 35

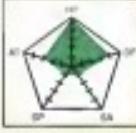


#76 GOLEM



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | Rock |
| • | • | Ground |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|--------|
| - | TACKLE | Normal |
| - | DEFENSE CURL | Normal |
| - | ROCK THROW | Rock |
| - | SELF-DESTRUCT | Normal |
| 29 | HARDEN | Normal |
| 34 | EARTHQUAKE | Ground |
| 43 | EXPLOSION | Normal |



EVOLUTION

GEODUDE

→ GRAVELER LVL 35



#77 PONYTA



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | ● | FIRE |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|-----------|------|
| - | EMBER | FIR |
| 30 | TAIL WHIP | NRM |
| 32 | SLAM | NRM |
| 35 | GROWL | NRM |
| 39 | FIRE SPIN | FIR |
| 43 | TAKE DOWN | NRM |
| 48 | AGILITY | PSY |



AREA



EVOLUTION

PONYTA

→ RAPIDASH LVL 49

#78 RAPIDASH



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | ● | FIRE |
| ● | ● | - |

ABILITY

| Level | Attack | Type |
|-------|-----------|------|
| - | EMBER | FIR |
| - | TAIL WHIP | NRM |
| - | SLAM | NRM |
| - | GROWL | NRM |
| - | FIRE SPIN | FIR |
| 47 | TAKE DOWN | NRM |
| 55 | AGILITY | PSY |



STAMP

EVOLUTION

PONYTA

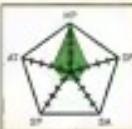
→ RAPIDASH LVL 49

#79 SLOWPOKE



| FIND | CATCH | TYPE |
|------|-------|---------|
| ● | ● | WATER |
| ● | ● | PSYCHIC |

STATS



ABILITY

| Level | Attack | Type |
|-------|-----------|------|
| - | CONFUSION | PSY |
| 8 | DISABLE | NRM |
| 22 | HEAD BUTT | NRM |
| 37 | GROWL | NRM |
| 39 | WATER GUN | WTR |
| 46 | ANESTHIA | PSY |
| 48 | PSYONIC | PSY |



AREA



EVOLUTION

SLOWPOKE

→ SLOWBRO LVL 42

#80 SLOWBRO



| FIND | CATCH | TYPE |
|------|-------|---------|
| ● | ● | WATER |
| ● | ● | PSYCHIC |

ABILITY

| Level | Attack | Type |
|-------|-----------|------|
| - | CONFUSION | PSY |
| - | DISABLE | NRM |
| - | HEAD BUTT | NRM |
| - | GROWL | NRM |
| - | WATER GUN | WTR |
| - | WITHDRAW | WTR |
| 14 | ANESTHIA | PSY |
| 35 | PINCH | PSY |



STAMP

EVOLUTION

SLOWPOKE

→ SLOWBRO LVL 42

#81 MAGNEMITE



FIND CATCH TYPE

| | | |
|---|---|----------|
| ● | ● | ELECTRIC |
| ● | ● | - |

STATS

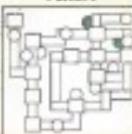


ABILITY

| Level | Attack | Def. |
|-------|---------------|------|
| - | TACKLE | HM |
| 21 | SONIC BOOM | HM |
| 25 | THUNDER SHOCK | ELC |
| 29 | SUPERSONIC | HM |
| 33 | THUNDER WAVE | ELC |
| 41 | SWIFT | HM |
| 47 | SCREEN | HM |
| | | |



AREA



EVOLUTION

MAGNEMITE → MAGNETON LEVEL 30

#82 MAGNETON



FIND CATCH TYPE

| | | |
|---|---|----------|
| ● | ● | ELECTRIC |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Def. |
|-------|---------------|------|
| - | TACKLE | HM |
| - | SONIC BOOM | HM |
| - | THUNDER SHOCK | ELC |
| - | SUPER SONIC | HM |
| 38 | THUNDER WAVE | ELC |
| 46 | SWIFT | HM |
| 54 | SCREEN | HM |
| | | |



AREA



EVOLUTION

MAGNEMITE → MAGNETON LEVEL 30

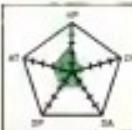
#83 FARFECTH'D



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | NORMAL |
| ● | ● | FLYING |

STATS



ABILITY

| Level | Attack | Def. |
|-------|--------------|------|
| - | PECK | FLF |
| - | SAND ATTACK | HM |
| 7 | USER | HM |
| 15 | FURY ATTACK | HM |
| 23 | SWORDS DANCE | HM |
| 31 | AGILITY | PSY |
| 39 | SLASH | HM |
| | | |



AREA



EVOLUTION

FARFECTH'D

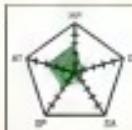
#84 DODUO



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | NORMAL |
| ● | ● | FLYING |

STATS



ABILITY

| Level | Attack | Def. |
|-------|-------------|------|
| - | PECK | FLF |
| 29 | GROWL | HM |
| 34 | FURY ATTACK | HM |
| 39 | DRILL PECK | FLF |
| 46 | RAGE | HM |
| 49 | TRI ATTACK | HM |
| 49 | AGILITY | PSY |
| | | |



AREA



EVOLUTION

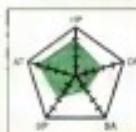
DODUO → DODRIO LEVEL 30

#85 DODRIO



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | NORMAL |
| • | • | FLYING |

STATS



ABILITY

| LEVEL | ABILITY | TYPE |
|-------|--------------|------|
| - | FEAR | FLY |
| - | GROWL | WFM |
| - | FIREY ATTACK | WFM |
| - | SKILL SWAP | FLY |
| 39 | RAGE | WFM |
| 45 | THWACK | WFM |
| 50 | AGILITY | PSY |



AREA



EVOLUTION

00000

→ 00000

IN 34

#86 SEEL



| FIND | CATCH | TYPE |
|------|-------|-------|
| • | • | WATER |
| • | • | - |

ABILITY

| LEVEL | ABILITY | TYPE |
|-------|-------------|------|
| - | HEAD BUTT | WFM |
| 36 | GROWL | WFM |
| 35 | ADOREA BEAM | ICE |
| 40 | REST | PSY |
| 45 | DARE DOWN | WFM |
| 50 | ICE BEAM | ICE |



AREA



EVOLUTION

SEEL

→ JUNGLE

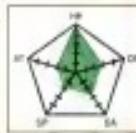
IN 34

#87 DEWGONG



| FIND | CATCH | TYPE |
|------|-------|-------|
| • | • | WATER |
| • | • | ICE |

STATS



ABILITY

| LEVEL | ABILITY | TYPE |
|-------|-------------|------|
| - | HEAD BUTT | WFM |
| - | GROWL | WFM |
| 35 | ADOREA BEAM | ICE |
| 44 | REST | PSY |
| 36 | TAKE DOWN | WFM |
| 56 | ICE BEAM | ICE |



AREA



EVOLUTION

SEEL

→ JUNGLE

IN 34

#88 GRIMER



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | POISON |
| • | • | - |

ABILITY

| LEVEL | ABILITY | TYPE |
|-------|------------|------|
| - | POUND | WFM |
| - | DISBELIEF | WFM |
| 30 | Poison Gas | PSY |
| 33 | MINIMIZE | WFM |
| 32 | SURGE | PSY |
| 42 | HARDEN | WFM |
| 48 | SCRUBBON | WFM |
| 55 | ACID ARMOR | PSY |



AREA



EVOLUTION

GRIMER

→ MUD

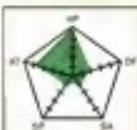
IN 34

#89 MUK



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Poison |
| ● | ● | - |

STATS



AREA



ABILITY

| Level | Attack | Type |
|-------|------------|------|
| - | POUND | NRM |
| - | BIG BITE | NRM |
| - | Poison Gas | PSR |
| - | MIMIC | NRM |
| - | SUDGE | PSR |
| 45 | WADDER | NRM |
| 53 | SCREECH | NRM |
| 60 | ADD ARMOR | PSR |

EVOLUTION

GROWLER

→ MUK

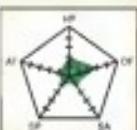
LEV. 28

#90 SHELLDER



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | Water |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | JACKEU | NRM |
| - | WITHDRAW | WTR |
| 18 | SUPersonic | WTR |
| 23 | CLAMP | WTR |
| 33 | AURORA BEAM | ICE |
| 39 | SLURP | WTR |
| 50 | ICE BEAM | ICE |

EVOLUTION

SHELLDER

→ CLOYSTER

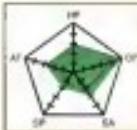
LEV. 28

#91 CLOYSTER



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | Water |
| ● | ● | Ice |

STATS



AREA



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | WITHDRAW | WTR |
| - | SUPersonic | WTR |
| - | CLAMP | WTR |
| - | AURORA BEAM | ICE |
| 50 | SPINE CARBON | WTR |

EVOLUTION

SHELLDER

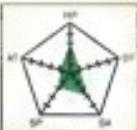
→ CLOYSTER

#92 GASTLY



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Ghost |
| ● | ● | Poison |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | LUCK | PSY |
| - | CONFUSE RAY | PSY |
| - | NIGHT SHADE | PSY |
| 27 | HYPNOTIS | PSY |
| 35 | DREAM EATER | PSY |

EVOLUTION

GASTLY

→ HAUNTER

LEV. 25



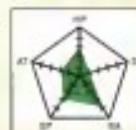
→ GENGAR TRADE

#93 HAUNTER



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | GHOST |
| • | • | POISON |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | LUCK | PSY |
| - | CONFUSE RAY | PSY |
| - | NIGHT SHADE | PSY |
| 29 | HYPNOTIZE | PSY |
| 38 | DREAM EATER | PSY |



AREA



EVOLUTION

GASTLY

→ HAUNTER

LVL 25

→ GENGAR

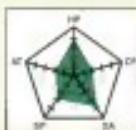
TRADE

#94 GENGAR



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | GHOST |
| • | • | POISON |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | LUCK | PSY |
| - | CONFUSE RAY | PSY |
| - | NIGHT SHADE | PSY |
| 29 | HYPNOTIZE | PSY |
| 38 | DREAM EATER | PSY |



EVOLUTION

GASTLY

→ HAUNTER

LVL 25

→ GENGAR

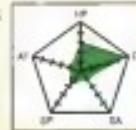
TRADE

#95 ONIX



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | ROCK |
| • | • | GROUND |

STATS



ABILITY

| Level | Attack | Type |
|-------|------------|--------|
| - | TACKLE | Normal |
| - | SCRATCH | Normal |
| 15 | BIND | Normal |
| 19 | ROCK THROW | Rock |
| 25 | RAGE | Normal |
| 33 | SLAM | Normal |
| 45 | PANCIER | Normal |



AREA



EVOLUTION

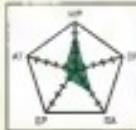
OBEL

#96 DROWZEE



| FIND | CATCH | TYPE |
|------|-------|---------|
| • | • | PSYCHIC |
| • | • | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|------------|--------|
| - | POUND | Normal |
| - | HYPNOTIZE | PSY |
| 12 | DISABLE | Normal |
| 17 | CONFUSION | PSY |
| 24 | HEAD BURN | Normal |
| 29 | Poison Gas | PSY |
| 32 | PSYCHIC | PSY |
| 37 | MEDITATE | PSY |



EVOLUTION

DROWZEE

→ HYDRO

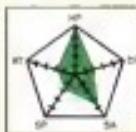
LVL 25

#97 HYPNO



| FIND | CATCH | TYPE |
|------|-------|---------|
| ● | ● | PSYONIC |
| ● | ● | - |

STATS

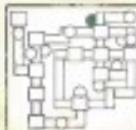


ABILITY

| Level | Attack | Sp. Atk | Type |
|-------|------------|---------|------|
| - | POUND | NRM | |
| - | HYPNOSIS | PSY | |
| - | DISABLE | NRM | |
| - | CONFUSION | PSY | |
| - | HEAD BUTT | NRM | |
| 30 | Poison Gas | PSY | |
| 32 | PSYDIVE | PSY | |
| 42 | MEDITATE | PSY | |



AREA



EVOLUTION

GRANDEE



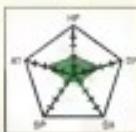
HYPNO LVL. 25

#98 KRABBY



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | WATER |
| ● | ● | - |

STATS

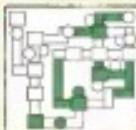


ABILITY

| Level | Attack | Type |
|-------|------------|------|
| - | BUBBLE | WTR |
| - | LEER | NRM |
| 20 | VICE GRIP | NRM |
| 25 | GUILLOTINE | NRM |
| 30 | STOMP | NRM |
| 35 | CRABHAMMER | WTR |
| 40 | HARDEN | NRM |



AREA



EVOLUTION

KRABBY



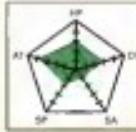
KINGLER LVL. 25

#99 KINGLER



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | WATER |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Sp. Atk | Type |
|-------|------------|---------|------|
| - | BUBBLE | WTR | |
| - | LEER | NRM | |
| - | VICE GRIP | NRM | |
| - | GUILLOTINE | NRM | |
| 30 | STOMP | NRM | |
| 42 | CRABHAMMER | WTR | |
| 47 | HARDEN | NRM | |



AREA



EVOLUTION

GRABBY



KINGLER LVL. 25

#100 VOLTORB



| FIND | CATCH | TYPE |
|------|-------|----------|
| ● | ● | ELECTRIC |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Sp. Atk | Type |
|-------|--------------|---------|------|
| - | BALL | NRM | |
| - | SCREECH | NRM | |
| 17 | SUPER BOMB | HRN | |
| 22 | SELF-DESTROY | HRN | |
| 29 | LIGHT SCREEN | PSY | |
| 36 | SWIFT | NRM | |
| 43 | EXPLOSION | HRN | |



AREA



EVOLUTION

VOLTORB



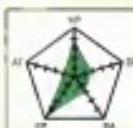
DEFENSORE LVL. 25

#101 ELECTRODE



| FIND | CATCH | TYPE |
|------|-------|----------|
| ● | ● | ELECTRIC |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | VOLTAGE | ITEM |
| - | STRENGTH | ITEM |
| - | SUPER ROOM | ITEM |
| - | SELF-DISTRACT | ITEM |
| 40 | LIGHT SCREEN | PSY |
| 50 | SWIFT | ITEM |
| 50 | ESPIONAGE | ITEM |

EVOLUTION

VOLTRIO → ELECTRODE LEVEL 35

#102 EXEGGCUTE



| FIND | CATCH | TYPE |
|------|-------|---------|
| ● | ● | GRASS |
| ● | ● | PSYCHIC |

ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | BARRAGE | ITEM |
| - | HYPNOSIS | PSY |
| 25 | REFLECT | PSY |
| 29 | LILAC SHO | GRS |
| 32 | STEIN SPORE | GRS |
| 37 | Poison Powder | PSY |
| 43 | SOLAR BEAM | GRS |
| 48 | SLEEP POWDER | GRS |

EVOLUTION

EXEGGCUTE → EXEGGUTOR LEVEL 35

#103 EXEGGUTOR



| FIND | CATCH | TYPE |
|------|-------|---------|
| ● | ● | GRASS |
| ● | ● | PSYCHIC |

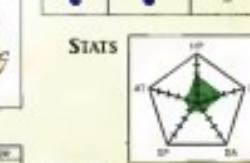
#104 CUBONE

| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | GROUND |
| ● | ● | - |



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | BONE CLUB | GRD |
| - | GROWL | ITEM |
| 25 | LEER | ITEM |
| 31 | POKÉ ENERGY | ITEM |
| 38 | TRASH | ITEM |
| 43 | REINCARNATION | GRD |
| 48 | RAGE | ITEM |



ABILITY

| Level | Attack | Type |
|-------|----------|------|
| - | BARRAGE | ITEM |
| - | HYPNOSIS | PSY |
| 28 | STOMP | ITEM |
| | | |
| | | |
| | | |
| | | |
| | | |

EVOLUTION

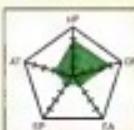
EXEGGUTOR → CUBONE LEVEL 35

#105 MAROWAK



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | GROUND |
| ● | ● | - |

STATS

**ABILITY**

| Level | Attack | Type |
|-------|--------------|------|
| - | BONE CLUB | GRN |
| - | GROWL | GRN |
| - | SLURP | GRN |
| 33 | FOCUS ENERGY | GRN |
| 40 | THRASH | GRN |
| 48 | IRONHEADBANG | GRN |
| 53 | RAGE | GRN |
| | | |

**AREA****EVOLUTION**

CUBONE

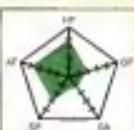
→ MAROWAK LVL. 26

#106 HITMONLEE



| FIND | CATCH | TYPE |
|------|-------|----------|
| ● | ● | FIGHTING |
| ● | ● | - |

STATS

**ABILITY**

| Level | Attack | Type |
|-------|---------------|------|
| - | DOUBLE KICK | FTE |
| - | MEDITATE | PSY |
| 33 | BIG BANG KICK | FTE |
| 38 | JUMP KICK | FTE |
| 43 | FOCUS ENERGY | GRN |
| 48 | NO JUMP KICK | FTE |
| 53 | MEGA KICK | GRN |
| | | |

**EVOLUTION**

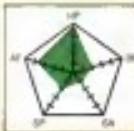
HITMONLEE

#107 HITMONCHAN



| FIND | CATCH | TYPE |
|------|-------|----------|
| ● | ● | FIGHTING |
| ● | ● | - |

STATS

**ABILITY**

| Level | Attack | Type |
|-------|---------------|------|
| - | COMET PUNCH | GRN |
| - | AGILITY | PSY |
| 33 | FIRE PUNCH | FIR |
| 38 | ICE PUNCH | ICE |
| 43 | THUNDER PUNCH | ELE |
| 48 | MEGA PUNCH | GRN |
| 53 | COUNTER | FTE |
| | | |

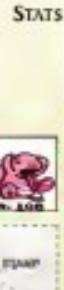
**AREA****EVOLUTION**

HITMONCHAN

#108 LICKITUNG



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | NORMAL |
| ● | ● | - |

**ABILITY**

| Level | Attack | Type |
|-------|--------------|------|
| - | WRAP | ARM |
| - | SUPERSONIC | ARM |
| 7 | STOMP | ARM |
| 15 | DISABLE | ARM |
| 23 | DEFENSE CURL | ARM |
| 31 | SLAM | ARM |
| 39 | SCRATCH | ARM |
| | | |

EVOLUTION

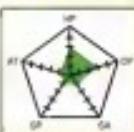
LICKITUNG

#109 KOFFING



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Poison |
| ● | ● | - |

STATS



AREA



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | TACKLE | NRM |
| - | SMUG | PSN |
| 30 | SLOWDRA | PSN |
| 32 | SHOCK SCREEN | NRM |
| 40 | SELF DESTROY | NRM |
| 45 | WAZE | ICE |
| 48 | EXPLOSION | NRM |
| 50 | | |
| 55 | | |
| 60 | | |
| 65 | | |
| 70 | | |
| 75 | | |
| 80 | | |
| 85 | | |
| 90 | | |
| 95 | | |
| 100 | | |

EVOLUTION

KOFFING

→ WEEZING

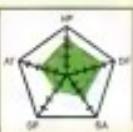
LEV. 35

#110 WEEZING



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | Poison |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | TACKLE | NRM |
| - | SMUG | PSN |
| - | SLOWDRA | PSN |
| 30 | SHOCK SCREEN | NRM |
| 40 | SELF DESTROY | NRM |
| 45 | WAZE | ICE |
| 48 | EXPLOSION | NRM |
| 50 | | |
| 55 | | |
| 60 | | |
| 65 | | |
| 70 | | |
| 75 | | |
| 80 | | |
| 85 | | |
| 90 | | |
| 95 | | |
| 100 | | |

EVOLUTION

KOFFING

→ WEEZING

LEV. 35

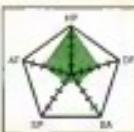
#111 RHYHORN

#112 RHYDON



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | GROUND |
| ● | ● | ROCK |

STATS



AREA



ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | HORN ATTACK | NRM |
| 30 | STOMP | NRM |
| 35 | TAIL WHIP | NRM |
| 40 | FURY ATTACK | NRM |
| 45 | HORN DRILL | NRM |
| 50 | LURK | NRM |
| 55 | TAKE DOWN | NRM |
| 60 | | |
| 65 | | |
| 70 | | |
| 75 | | |
| 80 | | |
| 85 | | |
| 90 | | |
| 95 | | |
| 100 | | |

EVOLUTION

RHYHORN

→ RHYDON

LEV. 42

EVOLUTION

RHYHORN

→ RHYDON

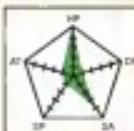
LEV. 42

#113 CHANSEY



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | NORMAL |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|--------|
| - | POUND | Normal |
| - | BOUNCE | Normal |
| 24 | SING | Normal |
| 30 | GROWL | Normal |
| 38 | MIMIC | Normal |
| 44 | DEFENSE CURL | Normal |
| 48 | LIGHT SCREEN | PSY |
| 54 | DOUBLE EDGE | Normal |



AREA



STAMP

EVOLUTION

CHANSEY

#114 TANGELA



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | GRASS |
| ● | ● | - |

ABILITY

| Level | Attack | Type |
|-------|---------------|--------|
| - | CONSTRUCT | Normal |
| - | BLIND | Normal |
| 29 | ABSORB | Grass |
| 32 | POISON POWDER | PSY |
| 36 | STUN SPORKE | Grass |
| 39 | SLEEP POWDER | Grass |
| 45 | SLAM | Normal |
| 49 | GROWTH | Normal |



AREA



EVOLUTION

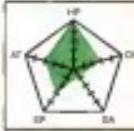
TANGELA

#115 KANGASKHAN



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | NORMAL |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|--------|
| - | COMET PUNCH | Normal |
| - | RAGE | Normal |
| 26 | BITE | Normal |
| 31 | TAKE DOWN | Normal |
| 36 | MEGA PUNCH | Normal |
| 41 | LEER | Normal |
| 46 | DIZZY PUNCH | Normal |



AREA



STAMP

EVOLUTION

KANGASKHAN

#116 HORSEA



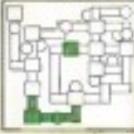
| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | WATER |
| ● | ● | - |

ABILITY

| Level | Attack | Type |
|-------|--------------|--------|
| - | BUBBLE | Water |
| 19 | SMOKE SCREEN | Normal |
| 34 | LEER | Normal |
| 39 | WATER GUN | Water |
| 47 | AGILITY | PSY |
| 45 | HYDRO PUMP | Water |



AREA



EVOLUTION

HORSEA

→ SEADRA LVL 25

#117 SEADRA



FIND CATCH TYPE

| | | |
|---|---|-------|
| • | • | WATER |
| • | • | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | BUBBLE | WTR |
| - | SASSY SCREEN | HMN |
| - | LEER | HMN |
| - | HYDRO GUN | WTR |
| 41 | AGILITY | PSY |
| 52 | HYDRO PUMP | WTR |

EVOLUTION

HORSEA

→ SEADRA

LEV 27

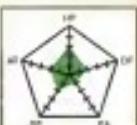
#118 GOLDEEN



FIND CATCH TYPE

| | | |
|---|---|-------|
| • | • | WATER |
| • | • | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | PICK | PSY |
| - | TAIL WHIP | HMN |
| 19 | SUPER SONIC | HMN |
| 24 | HORN ATTACK | HMN |
| 36 | FURY ATTACK | HMN |
| 37 | MANTALI | WTR |
| 45 | HORN DRILL | HMN |
| 54 | AGILITY | PSY |

EVOLUTION

GOLDEEN

→ SEADRIG

LEV 33

#119 SEAKING



FIND CATCH TYPE

| | | |
|---|---|-------|
| • | • | WATER |
| • | • | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | PICK | PSY |
| - | TAIL WHIP | HMN |
| - | SUPER SONIC | HMN |
| - | HORN ATTACK | HMN |
| - | FURY ATTACK | HMN |
| 29 | MANTALI | WTR |
| 48 | HORN DRILL | HMN |
| 54 | AGILITY | PSY |

EVOLUTION

GOLDEEN

→ SEAKING

LEV 35

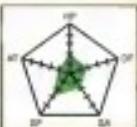
#120 STARYU



FIND CATCH TYPE

| | | |
|---|---|-------|
| • | • | WATER |
| • | • | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | TACKLE | HMN |
| 17 | HYDRO GUN | WTR |
| 22 | RAZOR BEAM | HMN |
| 27 | BECKON | HMN |
| 33 | SWEET | HMN |
| 37 | MIMIC | HMN |
| 43 | LIGHT SCREEN | PSY |
| 47 | HYDRO PUMP | WTR |

EVOLUTION

STARYU

→ SWIRL

LEV 36

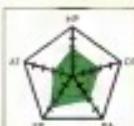
#121 STARMIE



FIND CATCH TYPE

| | | |
|---|---|---------|
| ● | ● | WATER |
| ● | ● | PSYCHIC |

STATS



ABILITY

| Level | Attack | Type |
|-------|-----------|-------|
| — | EQUIP | WATER |
| — | WATER GUN | WATER |
| — | HARDEN | WATER |
| | | |
| | | |
| | | |
| | | |



AREA



EVOLUTION

STARYU

→ SCYTHER

MOMOKE

#122 MR. MIME



FIND CATCH TYPE

| | | |
|---|---|---------|
| ● | ● | PSYCHIC |
| ● | ● | — |

STATS

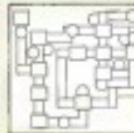


ABILITY

| Level | Attack | Type |
|-------|--------------|-------|
| — | CONFUSION | PSY |
| — | HARM | PSY |
| 29 | LIGHT SCREEN | PSY |
| 30 | DOUBLE SLAP | WATER |
| 39 | INFESTATION | PSY |
| 47 | SUBSTITUTE | WATER |
| | | |
| | | |
| | | |



AREA



EVOLUTION

MR MIME

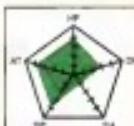
#123 SCYTHER



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | BUG |
| ● | ● | FLYING |

STATS

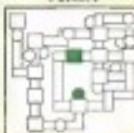


ABILITY

| Level | Attack | Type |
|-------|--------------|-------|
| — | QUICK ATTACK | WATER |
| 17 | LURK | WATER |
| 29 | FOCUS ENERGY | WATER |
| 24 | DOUBLE TEAM | WATER |
| 25 | SILASH | WATER |
| 35 | SWORDS DANCE | WATER |
| 47 | AGILITY | PSY |
| | | |
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| | | |



AREA



EVOLUTION

SCYTHER

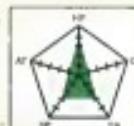
#124 JYNX



FIND CATCH TYPE

| | | |
|---|---|---------|
| ● | ● | ICE |
| ● | ● | PSYCHIC |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|-------|
| — | POUND | WATER |
| — | LONELY KISS | WATER |
| 15 | SING | WATER |
| 23 | DOUBLE SLAP | WATER |
| 31 | ICE PUNCH | ICE |
| 39 | MEDITATE | WATER |
| 47 | BLIZZARD | ICE |
| | | |
| | | |



AREA



EVOLUTION

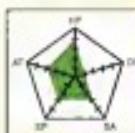
JYNX

#125 ELECTABUZZ



| FIND | CATCH | TYPE |
|------|-------|----------|
| ● | ● | ELECTRIC |
| | | |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | QUICK ATTACK | NRM |
| - | SLP | NRM |
| 34 | THUNDERSHOCK | ELC |
| 37 | SACRED | NRM |
| 42 | THUNDERPUNCH | ELC |
| 49 | LIGHT SCRATCH | PST |
| 54 | THUNDER | ELC |



AREA



EVOLUTION

ELECTABUZZ

#126 MAGMAR



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | ● | FIRE |
| | | |

ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | EMBER | FIR |
| 36 | LEER | NRM |
| 39 | CONFUSE RAY | GRD |
| 43 | FIRE PUNCH | FIR |
| 48 | SMOKE SCREEN | NRM |
| 52 | SHEDD | PSN |
| 55 | FLAME THROWER | FIR |



AREA



EVOLUTION

MAGMAR

#127 PINSIR



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | ● | - |
| | | |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | HEADBUTT | NRM |
| 29 | SEISMIC Toss | FIG |
| 36 | GUILLOTINE | NRM |
| 36 | FOCUS ENERGY | NRM |
| 43 | WILDEBEEST | NRM |
| 49 | SUPER | NRM |
| 54 | SWORD DANCE | NRM |



AREA



EVOLUTION

PINSIR

#128 TAUROS



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | ● | - |
| | | |

ABILITY

| Level | Attack | Type |
|-------|-----------|------|
| - | TACKLE | NRM |
| 21 | STOMP | NRM |
| 38 | TAIL WHIP | NRM |
| 35 | SLP | NRM |
| 44 | RAGE | NRM |
| 54 | TAKE DOWN | NRM |



AREA



EVOLUTION

TAUROS

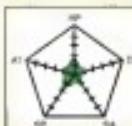
#129 MAGIKARP



FIND CATCH TYPE

| | | |
|---|---|-------|
| ● | ● | WATER |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|---------|-------|
| - | SPLASH | WATER |
| 15 | STUNNED | WATER |
| | | |
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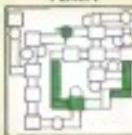
EVOLUTION

MAGIKARP

→ GYARADOS LVL 20



AREA



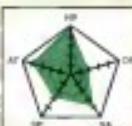
#130 GYARADOS



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | WATER |
| ● | ● | FLYING |

STATS



ABILITY

| Level | Attack | Type |
|-------|------------|-------|
| 20 | BITE | WATER |
| 25 | DRAGON EGG | WATER |
| 32 | LURE | WATER |
| 41 | HYDRO PUMP | WATER |
| 52 | WATER BOMB | WATER |
| | | |
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| | | |

EVOLUTION

MAGIKARP

→ GYARADOS LVL 20



AREA



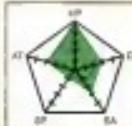
#131 LAPRAS



FIND CATCH TYPE

| | | |
|---|---|-------|
| ● | ● | WATER |
| ● | ● | ICE |

STATS



ABILITY

| Level | Attack | Type |
|-------|-------------|-------|
| - | WATER GUN | WATER |
| - | GROWL | WATER |
| 10 | SING | WATER |
| 20 | REST | ICE |
| 25 | ICED SLAM | WATER |
| 30 | CONFUSE RAY | WATER |
| 38 | ICE BEAM | ICE |
| 46 | HYDRO PUMP | WATER |
| | | |
| | | |
| | | |
| | | |

EVOLUTION

LAPRAS

#132 DITTO



FIND CATCH TYPE

| | | |
|---|---|--------|
| ● | ● | NORMAL |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|-----------|--------|
| - | TRANSFORM | NORMAL |
| | | |
| | | |
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| | | |
| | | |

EVOLUTION

DITTO

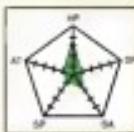


#133 EEVEE



| FIND | CATCH | TYPE |
|------|-------|--------|
| ● | ● | NORMAL |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | TAKE DOWN | NRM |
| - | SAND ATTACK | NRM |
| 27 | QUICK ATTACK | NRM |
| 31 | TAIL WHIP | NRM |
| 37 | BITE | NRM |
| 45 | TAKE DOWN | NRM |



AREA



EVOLUTION

EEVEE

#135 JOLTEON



| FIND | CATCH | TYPE |
|------|-------|----------|
| ● | ● | ELECTRIC |
| ● | ● | - |

STATS

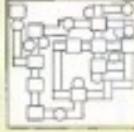


ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | TAKE DOWN | NRM |
| - | SAND ATTACK | NRM |
| 27 | QUICK ATTACK | NRM |
| 31 | THUNDERBOLT | ELC |
| 37 | TAIL WHIP | NRM |
| 40 | THUNDER WAVE | ELC |
| 42 | DOUBLE EDGE | FLR |
| 48 | AGILITY | PSY |
| 48 | PIN MISSILE | NRM |
| 54 | THUNDER | ELC |



AREA



EVOLUTION

EEVEE

→ JOLTEON ZONE 200

#134 VAPOREON



| FIND | CATCH | TYPE |
|------|-------|-------|
| ● | ● | WATER |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | TACKLE | NRM |
| - | SAND ATTACK | NRM |
| 27 | QUICK ATTACK | NRM |
| 31 | WATER GUN | WTR |
| 37 | TAIL WHIP | NRM |
| 40 | BITE | NRM |
| 42 | ACID ARMOR | PSN |
| 44 | MAZE | ICE |
| 48 | NEST | ICE |
| 54 | HYDRO PUMP | WTR |



AREA



EVOLUTION

EEVEE

→ VAPOREON ZONE 200

#136 FLAREON



| FIND | CATCH | TYPE |
|------|-------|------|
| ● | ● | FIRE |
| ● | ● | - |

ABILITY

| Level | Attack | Type |
|-------|---------------|------|
| - | TACKLE | NRM |
| - | SAND ATTACK | NRM |
| 27 | QUICK ATTACK | NRM |
| 31 | EMBER | FIR |
| 37 | TAIL WHIP | NRM |
| 40 | BITE | NRM |
| 42 | LEER | NRM |
| 44 | FIRE SPIN | FIR |
| 48 | RAGE | NRM |
| 54 | FLAME THROWER | FIR |



AREA



EVOLUTION

EEVEE

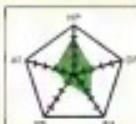
→ FLAREON ZONE 200

#137 PORYGON



| FINO | CATCH | TYPE |
|------|-------|--------|
| ● | ● | NORMAL |
| ● | ● | - |

STATS



ABILITY

| Level | Attack | Type |
|-------|----------------|--------|
| - | TACKLE | Normal |
| - | SHARPEN | Normal |
| - | CONFUSION | Normal |
| 23 | PSYBEAM | Psy |
| 29 | HARDEN | Normal |
| 35 | AGILITY | Psy |
| 42 | THUNDER ATTACK | Normal |

EVOLUTION

PORYGON

#138 OMANYTE



| FINO | CATCH | TYPE |
|------|-------|-------|
| ● | ● | ROCK |
| ● | ● | WATER |

ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | WATER GUN | WTR |
| - | WITHDRAW | WTR |
| - | HORN ATTACK | ROCK |
| 26 | LEER | ROCK |
| 46 | SPINE CANNON | ROCK |
| 53 | HYDRO PUMP | WTR |

EVOLUTION

OMANYTE

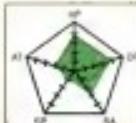
→ OMASTAR LVL 40

#139 OMASTAR



| FINO | CATCH | TYPE |
|------|-------|-------|
| ● | ● | ROCK |
| ● | ● | WATER |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | WATER GUN | WTR |
| - | WITHDRAW | WTR |
| - | HORN ATTACK | ROCK |
| - | LEER | ROCK |
| 46 | SPINE CANNON | ROCK |
| 53 | HYDRO PUMP | WTR |

EVOLUTION

OMANYTE

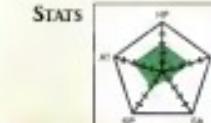
→ OMASTAR LVL 40

#140 KABUTO



| FINO | CATCH | TYPE |
|------|-------|-------|
| ● | ● | ROCK |
| ● | ● | WATER |

STATS



ABILITY

| Level | Attack | Type |
|-------|------------|--------|
| - | SCRATCH | Normal |
| - | HARDEN | Normal |
| 34 | ARMOR | GBS |
| 39 | SLASH | Normal |
| 46 | LEER | Normal |
| 49 | HYDRO PUMP | WTR |

EVOLUTION

KABUTO

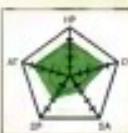
→ KABUTOPS LVL 40

#141 KABUTOPS

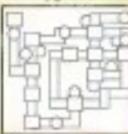


| FIND | CATCH | TYPE |
|------|-------|-------|
| • | • | ROCK |
| • | • | WATER |

STATS



AREA



ABILITY

| Level | Attack | Type |
|-------|------------|------|
| - | SCRATCH | NRM |
| - | HARDEN | NRM |
| - | AIR SLASH | GAS |
| 46 | LEER | NRM |
| 53 | HYDRO PUMP | WTR |

KABUTO

→ KABUTOPS (LV.40)

EVOLUTION

#142 AERODACTYL



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | ROCK |
| • | • | FLYING |

ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | WING ATTACK | FLY |
| - | AGILITY | PSY |
| 48 | SUPERSONIC | NRM |
| 50 | RIDE | NRM |
| 65 | TAKE DOWN | NRM |
| 54 | HYPER BEAM | NRM |

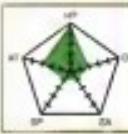


#143 SNORLAX



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | NORMAL |
| • | • | - |

STATS



AREA



ABILITY

| Level | Attack | Type |
|-------|-------------|------|
| - | HEAD BUTT | NRM |
| - | AMNESIA | PSY |
| - | REST | PSY |
| 35 | BODY SLAM | NRM |
| 41 | HARDEN | NRM |
| 48 | DOUBLE EDGE | NRM |
| 56 | HYPER BEAM | NRM |

SNORLAX

EVOLUTION

#144 ARTICUNO



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | ICE |
| • | • | FLYING |

ABILITY

| Level | Attack | Type |
|-------|----------|------|
| - | PECK | FLY |
| - | ICE BEAM | ICE |
| 51 | BLIZZARD | ICE |
| 55 | AGILITY | PSY |
| 60 | REST | ICE |



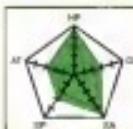
EVOLUTION

#145 ZAPDOS



| FIND | CATCH | TYPE |
|------|-------|---------|
| • | • | BIRDKIN |
| • | • | FLYING |

STATS



ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | THUNDERSHOCK | ELE |
| - | OBELISK PECK | FLY |
| 51 | THUNDER | ELE |
| 55 | AGILITY | PSY |
| 69 | LIGHT SCREEN | PSY |
| | | |
| | | |
| | | |



AREA



EVOLUTION

ZAPDOS

#146 MOLTRES



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | FIRE |
| • | • | FLYING |

ABILITY

| Level | Attack | Type |
|-------|------------|------|
| - | FEAR | FIR |
| - | FLAME SPIN | FIR |
| 51 | LEER | NRM |
| 55 | AGILITY | PSY |
| 66 | SKY ATTACK | FIR |
| | | |
| | | |
| | | |



AREA



EVOLUTION

MOLTRES

#147 DRATINI



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | DRAGON |
| • | • | - |

ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | WRAP | NRM |
| - | LEER | NRM |
| 10 | THUNDER WAVE | ELE |
| 20 | AGILITY | PSY |
| 30 | SLAM | NRM |
| 40 | DRAGON RAGE | DRG |
| 50 | HYPERS BEAM | NRM |
| | | |
| | | |
| | | |



AREA



EVOLUTION

DRATINI



→ DRAGONAIR LVL. 38

→ DRAGONITE LVL. 55

#148 DRAGONAIR



| FIND | CATCH | TYPE |
|------|-------|--------|
| • | • | DRAGON |
| • | • | - |

ABILITY

| Level | Attack | Type |
|-------|--------------|------|
| - | WRAP | NRM |
| - | LEER | NRM |
| - | THUNDER WAVE | ELE |
| - | AGILITY | PSY |
| 35 | SLAM | NRM |
| 45 | DRAGON RAGE | DRG |
| 55 | HYPERS BEAM | NRM |
| | | |
| | | |
| | | |



AREA



EVOLUTION

DRATINI



→ DRAGONAIR LVL. 38

→ DRAGONITE LVL. 55

Item List

| ITEM | PRICE | LOCATION | DESCRIPTION |
|--------------|-----------|---------------------------------|---------------------------------|
| ANTIDOTE | 100 | POKÉMON MART | Cures Poison |
| AWAKENING | 250 | POKÉMON MART | Cures Sleep |
| BICYCLE | 1 MILLION | CERULEAN CITY-BIKE SHOP | Allows you to travel faster |
| BIKE VOUCHER | | VERMILION CITY-POKÉMON FAN CLUB | Used to buy a bike |
| BURN HEAL | 250 | POKÉMON MART | Heals burns |
| CALCIUM | 9,800 | CELADON CITY-DEPARTMENT STORE | Boosts Special rating |
| CARBOS | 9,800 | CELADON CITY-DEPARTMENT STORE | Boosts Speed rating |
| CARD KEY | | SAFFRON CITY-SILPH CO. | Opens Silph Co. doors |
| COIN | | CELADON CITY | Used to play slot machines |
| COIN CASE | | CELADON CITY | Holds coins |
| DIRE HIT | 650 | CELADON CITY-DEPARTMENT STORE | Boosts attack effectiveness |
| DOME FOSSIL | | MT. MOON | Used to clone new Pokémon |
| ELIXER | | VARIOUS AREAS | Gives 10 PP to all abilities |
| ESCAPE ROPE | 450 | POKÉMON MART | Used to escape current ones |
| ETHER | | VARIOUS AREAS | Gives 10 PP to one ability |
| EXP. ALL | | ROUTE 15 | Used to share exp. points |
| FIRE STONE | 2,100 | CELADON CITY-DEPARTMENT STORE | Triggers evolution |
| FRESH WATER | 200 | CELADON CITY-DEPARTMENT STORE | Quenches thirst, restores 50 HP |
| FULL HEAL | 600 | POKÉMON MART | Cures any condition |
| FULL RESTORE | 3,000 | POKÉMON MART | Cures, restores all HP |
| GOLD TEETH | | FUCHSIA CITY-SAFARI ZONE | Helps Warden speak |
| GOOD ROD | | FUCHSIA CITY | Used to fish for Pokémons |
| GRAB BALL | 600 | POKÉMON MART | Used to catch Pokémons |
| GUARD SPEC. | 700 | CELADON CITY-DEPARTMENT STORE | Disables Special Attacks |
| HELIX FOSSIL | | MT. MOON | Used to clone new Pokémon |
| HP UP | | VARIOUS AREAS | Boosts HP meter by one point |
| HYPER POTION | 1,500 | POKÉMON MART | Restores 200 HP |
| ICE HEAL | 250 | POKÉMON MART | Throws frozen Pokémons |
| IRON | 9,800 | CELADON CITY-DEPARTMENT STORE | Boosts Defense rating |
| ITEM FINDER | | ROUTE 11 | Explores hidden items |
| LEAF STONE | 2,100 | CELADON CITY-DEPARTMENT STORE | Triggers evolution |
| LEMONADE | 350 | CELADON CITY-DEPARTMENT STORE | Quenches thirst, restores 80 HP |
| LIFT KEY | | CELADON CITY-GAME CORNER | Activates elevator |
| MASTER BALL | | SAFFRON CITY-SILPH CO. | Used to catch Pokémons |
| MAX ELIXER | | VARIOUS AREAS | Restores all PP |
| MAX ETHER | | VARIOUS AREAS | Restores all PP to one ability |

Item List

| ITEM | PRICE | LOCATION | DESCRIPTION |
|---------------|-------|----------------------------------|---------------------------------|
| MAX POTION | 2,500 | POKÉMON MART | Restores all HP |
| MAX REPEL | 700 | POKÉMON MART | Prevents random attacks |
| MAX REVIVE | | VARIOUS AREAS | Revives, restores all HP |
| MOON STONE | | VARIOUS AREAS | Triggers evolution |
| NUGGET | | VARIOUS AREAS | Can be sold for money |
| OAK'S PARCEL | | VERIGAN CITY-POKÉMON MART | Belongs to Professor Oak |
| OLD AMBER | | PEWTER CITY-MUSEUM | Used to clone new Pokémon |
| OLD ROO | | VERMILION CITY | Used to fish for Pokéman |
| PARALYZE HEAL | 200 | POKÉMON MART | Cures Paralyze |
| POKÉ BALL | 200 | POKÉMON MART | Used to catch Pokéman |
| POKE DOLL | 1,000 | CELADON CITY-DEPARTMENT STORE | Distracts opponent |
| POKE FLUTE | | LAVENDER TOWN-POKÉMON TOWER | Wakes sleeping Pokéman |
| POKÉDEX | | PALLET TOWN | Used to store Pokéman data |
| POTION | 300 | POKÉMON MART | Restores 20 HP |
| PP UP | | VARIOUS AREAS | Boosts PP meter by one point |
| PROTEIN | 9,800 | CELADON CITY-DEPARTMENT STORE | Boosts Attack rating |
| RARE CANDY | | VARIOUS AREAS | Boosts experience level |
| REPEL | 350 | POKÉMON MART | Prevents random attacks |
| REVIVE | 1,500 | POKÉMON MART | Revives fainted Pokéman |
| S.S. TICKET | | SEA COTTAGE | Used to board S.S. Anne |
| SAFARI BALL | | FUCHSIA CITY-SAFARI ZONE | Used in Safari Zone |
| SECRET KEY | | CINNABAR ISLAND-POKÉMON RESEARCH | Opens Cinnabar Island Gym |
| SILPH SCOPE | | CELADON CITY-GAME CORNER | Used to identify ghosts |
| SODA POP | 300 | CELADON CITY-DEPARTMENT STORE | Quenches thirst, restores 60 HP |
| SUPER POTION | 700 | POKÉMON MART | Restores 50 HP |
| SUPER REPEL | 500 | POKÉMON MART | Prevents random attacks |
| SUPER ROO | | ROUTE 12 | Used to fish for Pokéman |
| THUNDER STONE | 2,100 | CELADON CITY-DEPARTMENT STORE | Triggers evolution |
| TOWN MAP | | PALLET TOWN | Map of the entire game |
| ULTRA BALL | 1,200 | POKÉMON MART | Used to catch Pokéman |
| WATER STONE | 2,100 | CELADON CITY-DEPARTMENT STORE | Triggers evolution |
| X ACCURACY | 950 | CELADON CITY-DEPARTMENT STORE | Boosts Accuracy temporarily |
| X ATTACK | 500 | CELADON CITY-DEPARTMENT STORE | Boosts Attack temporarily |
| X DEFEND | 550 | CELADON CITY-DEPARTMENT STORE | Boosts Defense temporarily |
| X SPECIAL | 350 | CELADON CITY-DEPARTMENT STORE | Boosts Special temporarily |
| X SPEED | 350 | CELADON CITY-DEPARTMENT STORE | Boosts Speed temporarily |

Abilities & Attacks

| ABILITY | TYPE | PP | VULNERABLE TYPE | EFFECT | LEARN |
|----------------|------|----|---------------------|--|-------|
| AURA SPHERE | ICE | 20 | WIB GRS HLG | Your Pokémon absorbs HP from the opponent equal to 1/2 the attack damage. | LEVEL |
| ACID | PSN | 20 | GRS BUG | Deals damage and may decrease opponent's Defense temporarily. | LEVEL |
| ACID ARMOR | PSN | 10 | | Increases your Pokémon's Defense temporarily. | LEVEL |
| AGILITY | PSY | 10 | | Increases your Pokémon's Speed temporarily. | LEVEL |
| AMNESIA | PSY | 20 | | Increases your Pokémon's Special Attack power temporarily. | LEVEL |
| AURORA BEAM | ICE | 20 | GHS GND FLY RCB DRG | Deals damage and may freeze opponent and/or decrease its Attack power temporarily. | LEVEL |
| BARRAGE | NRM | 20 | | Your Pokémon attacks 2 to 5 times in a row. | LEVEL |
| BARRIER | PSY | 20 | | Increases your Pokémon's Defense temporarily. | LEVEL |
| BIDE | NRM | 10 | | Your Pokémon burns 2 to 3 times, then lets opponent have twice the damage received. | TM 34 |
| BIND | NRM | 20 | | Your Pokémon attacks 2 to 5 times in a row. | LEVEL |
| BITE | NRM | 25 | | Your Pokémon attacks 2 to 5 times in a row. | LEVEL |
| BLIZZARD | ICE | 5 | GHS GND FLY RCB DRG | Deals damage and may freeze opponent. | TM 14 |
| BODY SLAM | NRM | 15 | | Deals damage and may Paralyze opponent. | TM 68 |
| BONE CLUB | GND | 20 | FIR ELC PSN RCK | Deals damage and may scare opponent. | LEVEL |
| BONEMERANG | GND | 10 | FIR ELC PSN RCK | Your Pokémon attacks twice. | LEVEL |
| BRAKKE | WTR | 20 | GHD ROCK | Deals damage and may decrease opponent's Speed temporarily. | LEVEL |
| BUBBLEBEAM | WTR | 20 | GHD ROCK | Deals damage and may decrease opponent's Speed temporarily. | TM 11 |
| CLAMP | WTR | 10 | FIR GND RCK | Your Pokémon attacks 2 to 5 times in a row. | LEVEL |
| COMET PUNCH | NRM | 15 | | Your Pokémon attacks 2 to 5 times in a row. | LEVEL |
| CONFUSE RAY | GND | 10 | | Confuses opponent. | LEVEL |
| CONFIRMATION | PSY | 25 | FTG /PSN | Confuses opponent. | LEVEL |
| CONSTRUCT | NRM | 35 | | Deals damage and may decrease an enemy's Speed. | LEVEL |
| COUNTER | SHR | 20 | | Your Pokémon switches its type to match the opponent's type. | LEVEL |
| COUNTDOWN | FTG | 20 | | Allows opponent to inflict the damage received (works against physical attacks only). | TM 18 |
| CRAVHAMMER | WTR | 10 | FIR GND ACK | Has a good chance for a critical hit. | LEVEL |
| CUT | NRM | 20 | | | HM 01 |
| DEFENSE CIRCLE | NRM | 10 | | Increases your Pokémon's Defense temporarily. | LEVEL |
| DIG | GND | 10 | FIR ELC PSN ACK | Your Pokémon digs into the ground on its turn, then attacks on the 2nd turn. | TM 28 |
| DISCLOSE | NRM | 10 | | Blocks one of your opponent's abilities. | LEVEL |
| DIZZY PUNCH | NRM | 10 | | | LEVEL |
| DOUBLE KICK | FTG | 20 | HDM HEE BLK | Your Pokémon attacks twice. | LEVEL |
| DOUBLE TEAM | NRM | 15 | | Increases your Pokémon's chances of evading attacks. | TM 32 |
| DOUBLE EDGE | NRM | 15 | | Your Pokémon reserves 1/4 the damage the opponent receives. | TM 10 |
| DOUBLESLAP | NRM | 10 | | | LEVEL |
| DRAGON RAGE | DRG | 10 | | | TM 23 |
| CREAM SLAVER | PSY | 15 | FTG /PSN | While your opponent Slaps, your Pokémon absorbs its HP. | TM 42 |
| DRILL PECK | FTF | 20 | GHS FTG HUG | | LEVEL |
| EARSHAKER | GND | 10 | FIR ELC PSN ACK | Not effective on Flying-type Pokémon. | TM 26 |
| EGG BOMB | NRM | 10 | | | TM 27 |
| ENDER | FIR | 25 | GHS HEE BUG | Deals damage and may burn opponent. | LEVEL |
| EXPLOSION | NRM | 5 | | If successful, deflects opponent in one attack. | TM 47 |
| FIRE BLAST | FIR | 5 | GHS HEE BUG | Deals damage and may burn opponent. | TM 28 |
| FIRE PUNISH | FIR | 15 | GHS HEE BUG | Deals damage and may burn opponent. | LEVEL |
| FIRE SPIN | FIR | 15 | GHS HEE BUG | Your Pokémon attacks 2 to 5 times in a row. | LEVEL |
| FISSURE | GND | 5 | | If successful, deflects opponent in one attack (not effective on Flying-type Pokémon). | TM 37 |
| FLAME THROWER | FIR | 15 | GHS HEE BUG | Deals damage and may burn opponent. | LEVEL |
| FLASH | NRM | 20 | | | HM 05 |
| FLY | FTF | 15 | GRS FTG BUG | Your Pokémon flies on 1st turn, then attacks on 2nd turn. | HM 03 |
| FOCUS ENERGY | NRM | 10 | | Has a good chance for a critical hit. | LEVEL |
| FURY ATTACK | NRM | 20 | | Your Pokémon attacks 2 to 5 times in a row. | LEVEL |
| FURY SWIPES | NRM | 15 | | Your Pokémon attacks 2 to 5 times in a row. | LEVEL |
| GLARE | NRM | 20 | | Petrifies opponent. | LEVEL |
| GRASSHOPPER | NRM | 10 | | Increases opponent's Attack power temporarily. | LEVEL |
| GROWTH | NRM | 40 | | Increases your Pokémon's Attack power temporarily. | LEVEL |
| GUILLOTINE | NRM | 5 | | If successful, deflects opponent in one attack. | LEVEL |

Abilities & Attacks

| ABILITY | TYPE | PP | VULNERABLE TYPE | EFFECT | LEARN |
|---------------|--------|----|----------------------|---|-------|
| GHOST | FLY | 35 | GTS-FLY-BUG | | LEVEL |
| HIDDEN | Normal | 30 | | | LEVEL |
| HEAL | ICE | 30 | | | LEVEL |
| HEAD BUTT | Normal | 15 | | | LEVEL |
| HI JUMP KICK | FLY | 20 | NRM-ICE-ROCK | If your Pokémon misses, it recovers 1/8 the damage the attack would have dealt | LEVEL |
| HORN ATTACK | Normal | 25 | | | LEVEL |
| HORN DRILL | Normal | 5 | | | TM 07 |
| HYDRO FUNK | WATER | 5 | FIR-FIRE-ROCK | If successful, defeats opponent in one attack | LEVEL |
| HYPER BEAM | Normal | 5 | | Your Pokémon loses one turn | TM 15 |
| HYPER FANG | Normal | 15 | | Deals damage and may scare opponent | LEVEL |
| HYPNOSIS | PSY | 20 | | Puts opponent to Sleep | LEVEL |
| ICE BEAM | ICE | 10 | GAS-GHO-FLY-ROCK-SIG | Deals damage and may Freeze opponent | TM 13 |
| ICE PUNCH | ICE | 15 | GAS-GHO-FLY-ROCK-SIG | Deals damage and may Freeze opponent | LEVEL |
| JAMP KICK | FTG | 25 | NRM-ICE-ROCK | If your Pokémon misses, it recovers 1/8 the damage the attack would have dealt | LEVEL |
| KALIZU CHIP | Normal | 25 | | Has a good chance for a critical hit | LEVEL |
| KINESIS | PSY | 15 | | Decreases opponent's Accuracy temporarily | LEVEL |
| LEECH LIFE | BUG | 15 | GTS-PSY | Your Pokémon absorbs some of opponent's HP | LEVEL |
| LEECH SEED | GRS | 10 | | Your Pokémon absorbs some of opponent's HP every turn | LEVEL |
| LEER | Normal | 20 | | Decreases opponent's Defense temporarily | LEVEL |
| LICK | GRB | 30 | PSY | Deals damage and may Paralyze opponent | LEVEL |
| LIGHT SCREEN | PSY | 30 | | Cuts the damage received from Special Attacks by 50% | LEVEL |
| LOVING ROSE | Normal | 10 | | Puts opponent to Sleep | LEVEL |
| LOW KICK | FTG | 20 | NRM-ICE-ROCK | Deals damage and may scare opponent | LEVEL |
| MEDITATE | PSY | 10 | | Increases your Pokémon's Attack power temporarily | LEVEL |
| MEGA DRAIN | GRS | 10 | WTR-GRB-ROCK | Your Pokémon absorbs HP from the opponent equal to 1/2 the attack damage | TM 20 |
| MEGA KICK | Normal | 5 | | | TM 05 |
| MEGA PUNCH | Normal | 20 | | | TM 05 |
| METRONOME | Normal | 10 | | TMs used at random | TM 25 |
| MIMIC | Normal | 10 | | Your Pokémon mimics its opponent's last attack | TM 31 |
| MINIMIZE | Normal | 20 | | Increases your Pokémon's chances of ending an attack | LEVEL |
| MIRROR MOVE | FLF | 20 | | Your Pokémon mimics its opponent's last attack | LEVEL |
| MIST | ICE | 50 | | Defends against Special Attacks designed to decrease your Pokémon's abilities | LEVEL |
| MIGHT SHADE | GRB | 15 | | Damage dealt is equal to your Pokémon's experience level | LEVEL |
| ZAP DASH | Normal | 20 | | You receive extra money after the battle | TM 16 |
| PECK | FLF | 35 | GAS-FTG-ROBE | | LEVEL |
| PERIL BANNER | GRS | 20 | WTR-GRB-ROCK | Deals damage, but Confuses your Pokémon | LEVEL |
| PEARL MISSILE | BUG | 20 | GAS-PSY | Your Pokémon attacks 2 to 5 times in a row | LEVEL |
| POISON GAS | PSW | 10 | | Poisons opponent | LEVEL |
| POISON STING | PSW | 20 | GAS-GRB | Deals damage and may Poison opponent | LEVEL |
| POISON SPIDER | PSW | 20 | | Poisons opponent | LEVEL |
| POUND | Normal | 30 | | | LEVEL |
| PSYBEAM | PSY | 20 | FTG-PSW | Deals damage and may Confuse opponent | LEVEL |
| PSYBEAM | PSY | 10 | FTG-PSW | Decreases opponent's Special attack power temporarily | TM 29 |
| PSYBLAST | PSY | 15 | | Damage dealt is equal to 1.5 Times your Pokémon's experience level | TM 46 |
| QUICK ATTACK | Normal | 10 | | Your Pokémon attacks first | LEVEL |
| RAGE | Normal | 20 | | As your Pokémon takes damage, its Attack power increases until the battle is over | TM 20 |
| RAZOR LEAF | GRS | 25 | WTR-GRB-ROCK | Has a good chance for a critical hit | LEVEL |
| RAZOR WHIP | Normal | 10 | | Your Pokémon builds power on the 1st turn, then attacks on the 2nd turn | TM 17 |
| RECOVER | Normal | 20 | | Restores half of your Pokémon's maximum number of HP | LEVEL |
| RELECT | PSY | 20 | | Cuts the damage received from physical attacks by 50% | TM 39 |
| REST | PSY | 10 | | If successful, your Pokémon recovers all its HP, then loses 2 turns | TM 44 |
| ROAR | Normal | 20 | | Ends the battle automatically (doesn't work in duels against trainers) | LEVEL |
| ROCK SLIDE | FLK | 10 | FIR-FLY-BUG | | LEVEL |
| ROCK THROWN | FLK | 15 | FIR-FLY-BUG | | LEVEL |
| ROLLING KICK | FTG | 15 | NRM-KLE-ROCK | Deals damage and may scare opponent | LEVEL |

Abilities & Attacks

| ABILITY | TYPE | PP | VULNERABLE TYPE | EFFECT | LEVEL |
|---------------|------|----|-----------------|---|-------|
| SAND-ATTACK | HM | 15 | | Decreases opponent's Attack temporarily | LEVEL |
| SCRATCH | HM | 30 | | | LEVEL |
| SCREECH | HM | 40 | | Decreases opponent's Defense temporarily | LEVEL |
| SEISMIC THOSS | FTD | 20 | | Damage dealt is equal to your Pokeman's experience level | TM 19 |
| SELF-DESTROY | HM | 5 | | Deals damage, but causes your Pokeman to faint | TM 36 |
| SHARPEN | HM | 30 | | Increases your Pokeman's Attack power temporarily | LEVEL |
| SING | HM | 15 | | Puts opponent to Sleep | LEVEL |
| SKILL-BASH | HM | 15 | | Your Pokeman withdraws its head on the 1st turn, then attacks on the 2nd turn | TM 48 |
| SKY-ATTACK | FTD | 5 | GTS FTD BUG | Your Pokeman builds energy on the 1st turn, then attacks on the 2nd turn | TM 43 |
| SLAM | HM | 20 | | | LEVEL |
| SLASH | HM | 20 | | | LEVEL |
| SLEEP-POWDER | GTS | 15 | | Puts a good chance for a critical hit | LEVEL |
| SLUDGE | PSN | 20 | GTS BUG | Puts opponent to Sleep | LEVEL |
| SHOCK | PSR | 20 | | Deals damage and may Poison opponent | LEVEL |
| SMOKESCREEN | HM | 20 | | Deals damage and may Poison opponent | LEVEL |
| SOFT-BOILED | HM | 10 | | Decreases opponent's Accuracy temporarily | LEVEL |
| SOLAR-BEAM | GTS | 10 | WTR GTS RCK | Reduces half of your Pokeman's maximum number of HP | TM 41 |
| SOLAR-BURN | HM | 20 | | Your Pokeman builds energy on the 1st turn, then attacks on the 2nd turn | TM 23 |
| SPINE-CARBON | HM | 15 | | Deals 20 points of damage | LEVEL |
| SPLASH | HM | 40 | | Your Pokeman attacks 2 to 5 times in a row | LEVEL |
| SPORE | GTS | 15 | | Puts opponent to Sleep | LEVEL |
| STOMP | HM | 20 | | Deals damage and may scare opponent | LEVEL |
| STRENGTH | HM | 15 | | | HM 04 |
| STRONG-SHOT | BUG | 40 | | Decreases opponent's Speed temporarily | LEVEL |
| STRUGGLE | HM | 10 | | (Can be used when all PP is gone, but your Pokeman receives 1/4 the damage dealt) | LEVEL |
| STUN-SPHERE | GTS | 30 | | Paralyzes opponent | LEVEL |
| SUBMISSION | FTD | 25 | HM ICE RCK | Your Pokeman receives 1/4 the damage the opponent receives | TM 17 |
| SUBSTITUTE | HM | 10 | | Your Pokeman creates clones of itself, which then fight automatically | TM 50 |
| SUPER-FANG | HM | 10 | | Causes opponent's HP to half | LEVEL |
| SUPERSAURGE | HM | 20 | | Confuses opponent | LEVEL |
| SURF | WTR | 15 | FIR GRO RCK | | HM 03 |
| SWIFT | HM | 20 | | | TM 29 |
| SWIPE-DANCE | HM | 30 | | Increases your Pokeman's Attack power temporarily | TM 03 |
| TACKLE | HM | 35 | | | LEVEL |
| TAIL-WHIP | HM | 30 | | Decreases opponent's Defense temporarily | LEVEL |
| TAKE-OVER | HM | 20 | | Your Pokeman receives 1/4 the damage the opponent receives | TM 09 |
| TELEPORT | PSV | 20 | | Ends the battle automatically (doesn't work in duels against trainers) | TM 30 |
| THRASH | HM | 20 | | Deals damage but Confuses your Pokeman | LEVEL |
| THUNDER | ELC | 10 | WTR FLY | Deals damage and may Paralyze opponent | TM 25 |
| THUNDER-WAVE | ELC | 20 | | Paralyzes opponent | TM 45 |
| THUNDERBOLT | ELC | 15 | WTR FLY | Deals damage and may Paralyze opponent | TM 24 |
| THUNDERPUNCH | ELC | 15 | WTR FLY | Deals damage and may Paralyze opponent | LEVEL |
| THUNDERBROW | ELC | 20 | WTR FLY | Deals damage and may Paralyze opponent | LEVEL |
| FLICK | PSR | 10 | | Paralyzes opponent (damage dealt increases with each turn) | TM 36 |
| TRANSPODE | HM | 10 | | Transforms your Pokeman into a copy of its opponent | LEVEL |
| TRI-ATTACK | HM | 10 | | | TM 49 |
| TWIN-TAIL | BUG | 20 | GTS PSV | Your Pokeman attacks twice, attack may Poison opponent | LEVEL |
| VICE-GRIP | HM | 20 | | | LEVEL |
| VINE-WRAP | GTS | 10 | WTR GRO RCK | | LEVEL |
| WATER-GUN | WTR | 25 | FIR GRO RCK | | TM 12 |
| WATERFALL | WTR | 15 | FIR GRO RCK | | LEVEL |
| WHIRLWIND | HM | 20 | | (Ends the battle automatically (doesn't work in duels against trainers)) | TM 34 |
| WING-ATTACK | FTD | 25 | GTS FTD BUG | | LEVEL |
| WATER-ROAR | WTR | 40 | | Increases your Pokeman's Defense temporarily | LEVEL |
| WRAP | HM | 20 | | Your Pokeman attacks 2 to 5 times in a row | LEVEL |

Technical & Hidden Machine List

| TM / HM | PRICE | PLACE | ABILITY | TM / HM | PRICE | PLACE | ABILITY |
|---------|-------|-----------------------------------|--------------|---------|-------|-----------------------------------|---------------|
| TM 01 | 3,000 | MT. MOON, CELADON DEPT. STORE | MEGA PUNCH | TM 29 | | SAFFRON CITY | PSYCHIC |
| TM 02 | 2,000 | CELADON DEPT. STORE, GAME CORNER | RAZOR WIND | TM 30 | | RROUTE 9 | TELEPORT |
| TM 03 | | SAFFRON CITY-SILPH CO. | SWORDS DANCE | TM 31 | | SAFFRON CITY | MIMIC |
| TM 04 | | ROUTE 4 | WHIRLWIND | TM 32 | 1,000 | FUCHSIA CITY, CELADON DEPT. STORE | DOUBLE TEAM |
| TM 05 | 3,000 | VICTORY ROAD, CELADON DEPT. STORE | MEGA KICK | TM 33 | 1,000 | POWER PLANT, CELADON DEPT. STORE | REFLECT |
| TM 06 | | FUCHSIA CITY-POKéMON GYM | TOXIC | TM 34 | | PEWTER CITY-POKéMON GYM | BIDE |
| TM 07 | 2,000 | CELADON CITY, GAME CORNER | HORN DRILL | TM 35 | | CINNABAR ISLAND-POKéMON LAB | METRONOME |
| TM 08 | | VERMILION CITY-S.S. ANNE | BODY SLAM | TM 36 | | SAFFRON CITY-SILPH CO. | SELF DESTRUCT |
| TM 09 | 3,000 | SAFFRON CITY, CELADON DEPT. STORE | TAKE DOWN | TM 37 | 2,000 | FUCHSIA CITY, CELADON DEPT. STORE | EGG BOMB |
| TM 10 | | CELADON CITY, GAME CORNER | DOUBLE-EDGE | TM 38 | | CINNABAR ISLAND-POKéMON GYM | FIRE BLAST |
| TM 11 | | CERULEAN CITY-POKéMON GYM | BUBBLEBEAM | TM 39 | | RROUTE 12-LOOKOUT STATION | SWIFT |
| TM 12 | | MT. MOON-CAVE | WATER GUN | TM 40 | | FUCHSIA CITY-SAFARI ZONE | SKULL BASH |
| TM 13 | | CELADON DEPT. STORE | ICE BEAM | TM 41 | | CELADON CITY | SOFTBOILED |
| TM 14 | | CINNABAR ISLAND | BLIZZARD | TM 42 | | VIRIDIAN CITY | DREAM EATER |
| TM 15 | | CELADON CITY | HYPER BEAM | TM 43 | | VICTORY ROAD | SKY ATTACK |
| TM 16 | | ROUTE 12 | PAY DAY | TM 44 | | VERMILION CITY-S.S. ANNE | REST |
| TM 17 | 3,000 | VICTORY ROAD, CELADON DEPT. STORE | SUBMISSION | TM 45 | | ROUTE 24 | THUNDER WAVE |
| TM 18 | | CELADON DEPT. STORE | COUNTER | TM 46 | | SAFFRON CITY-POKéMON GYM | PSYWHUE |
| TM 19 | | ROUTE 25 | SEISMIC TOSS | TM 47 | | VICTORY ROAD | EXPLOSION |
| TM 20 | | ROUTE 15 | RAGE | TM 48 | | CELADON DEPT. STORE | ROCK SLIDE |
| TM 21 | | CELADON CITY-POKéMON GYM | MEGA DRAIN | TM 49 | | CELADON DEPT. STORE | TRI ATTACK |
| TM 22 | | CINNABAR ISLAND | SOLARBEAM | TM 50 | | CELADON CITY | SUBSTITUTE |
| TM 23 | | CELADON CITY | DRAGON RAGE | HM 01 | | S.S. ANNE | CUT |
| TM 24 | | VERMILION CITY-VERMILION GYM | THUNDERBOLT | HM 02 | | ROUTE 16 | FLY |
| TM 25 | | POWER PLANT | THUNDER | HM 03 | | FUCHSIA CITY-SAFARI ZONE | SURF |
| TM 26 | | SAFFRON CITY-SILPH CO. | EARTHQUAKE | HM 04 | | FUCHSIA CITY | STRENGTH |
| TM 27 | | VIRIDIAN CITY-POKéMON GYM | FISSURE | HM 05 | | ROUTE 2 | FLASH |
| TM 28 | | CERULEAN CITY | DIG | | | | |



Technical & Hidden Machine Chart

TM & MM

| POKEDEX | NAME | TYPE | HP | ATTACK | DEFENSE | SP. ATTK | SP. DEF | SKILL | EV | ABILITIES | STATS | LEVEL | EVOLUTION | ITEMS |
|---------|------------|---------------|----|--------|---------|----------|---------|-------|----|-----------|-------|-------|-----------|-------|
| 1 | BULBASAUR | GRASS/POISON | 45 | 45 | 45 | 45 | 45 | 45 | 25 | 40 | 40 | 15 | 15 | 15 |
| 2 | IVYSAUR | GRASS/POISON | 60 | 60 | 60 | 60 | 60 | 60 | 45 | 60 | 60 | 25 | 25 | 25 |
| 3 | VENUSAUR | GRASS/POISON | 80 | 80 | 80 | 80 | 80 | 80 | 65 | 80 | 80 | 35 | 35 | 35 |
| 4 | CHARmandER | FIRE | 39 | 52 | 43 | 65 | 50 | 60 | 25 | 30 | 30 | 15 | 15 | 15 |
| 5 | CHARMELEON | FIRE | 58 | 72 | 63 | 85 | 70 | 75 | 45 | 50 | 50 | 35 | 35 | 35 |
| 6 | CHARZARD | FIRE/FLYING | 78 | 90 | 83 | 100 | 85 | 90 | 65 | 70 | 70 | 55 | 55 | 55 |
| 7 | SQUIRTLE | WATER | 40 | 48 | 50 | 65 | 50 | 60 | 25 | 35 | 35 | 15 | 15 | 15 |
| 8 | WARTORTLE | WATER | 54 | 62 | 64 | 78 | 64 | 72 | 40 | 50 | 50 | 35 | 35 | 35 |
| 9 | BLASTOISE | WATER | 79 | 87 | 84 | 100 | 87 | 95 | 65 | 75 | 75 | 55 | 55 | 55 |
| 10 | CATERpie | Poison | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 11 | METAPOD | Poison | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 12 | BUTTERFREE | Flying/Poison | 50 | 50 | 50 | 60 | 50 | 60 | 35 | 45 | 45 | 25 | 25 | 25 |
| 13 | NEEDLE | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 14 | KADABRA | PSYCHIC | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 15 | BLITZKILL | PSYCHIC | 50 | 50 | 50 | 50 | 50 | 50 | 35 | 45 | 45 | 25 | 25 | 25 |
| 16 | PIDGEY | Normal/Flying | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 17 | PIDGEOTTO | Normal/Flying | 50 | 50 | 50 | 50 | 50 | 50 | 40 | 50 | 50 | 35 | 35 | 35 |
| 18 | PIDGEOT | Normal/Flying | 60 | 60 | 60 | 60 | 60 | 60 | 50 | 60 | 60 | 45 | 45 | 45 |
| 19 | KUTIBA | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 20 | RATCATE | Normal | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 21 | SPINDOW | Normal | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 22 | FLASDOW | Normal | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 23 | FLAMAS | Normal | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 24 | ARBOR | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 25 | PIKACHU | Electric | 35 | 55 | 45 | 65 | 50 | 60 | 25 | 35 | 35 | 15 | 15 | 15 |
| 26 | RATICLU | Normal | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 27 | SANDSHREW | Ground | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 28 | SANDSLASH | Ground | 50 | 50 | 50 | 50 | 50 | 50 | 40 | 50 | 50 | 35 | 35 | 35 |
| 29 | HOODAH + | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 30 | HOODINA | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 31 | HOODUBI | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 32 | HOODAH - | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 33 | HOODING | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 34 | HOODING | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 35 | CLEARY | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 36 | CLEABLE | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 37 | VULPIX | Fire | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 38 | HINNALES | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 39 | JIGGLYPUFF | Normal | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 40 | WIGGLETUFF | Normal | 50 | 50 | 50 | 50 | 50 | 50 | 40 | 50 | 50 | 35 | 35 | 35 |
| 41 | ZUBAT | Normal/Poison | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 42 | GOLBAT | Normal/Poison | 50 | 50 | 50 | 50 | 50 | 50 | 40 | 50 | 50 | 35 | 35 | 35 |
| 43 | COODISH | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 44 | GABUM | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 45 | VILEPLUME | Normal | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 46 | PARAS | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 47 | PARASect | | 50 | 50 | 50 | 50 | 50 | 50 | 40 | 50 | 50 | 35 | 35 | 35 |
| 48 | VENOMINT | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 49 | VENOMINT | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |
| 50 | DIGLETT | | 40 | 40 | 40 | 40 | 40 | 40 | 25 | 25 | 25 | 15 | 15 | 15 |

Technical & Hidden Machine Chart

TM & HM

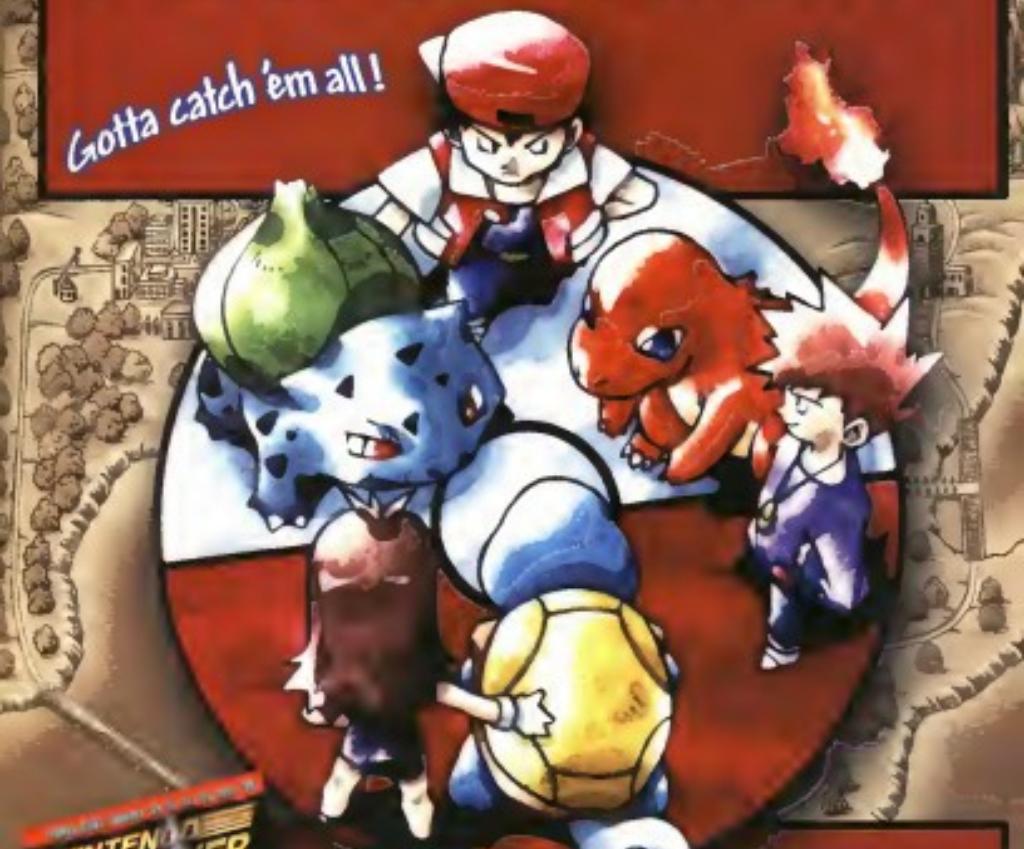


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